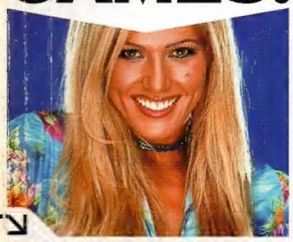
PSM2
YOUR ONLY CHOICE FOR
grand theft auto vice city
MONTH 2: ALL-NEW SHOTS!

No.1 FOR PLAYSTATION 2

PSM2

AUTO MODELLISTA
Be the first to get the REAL verdict in our major review!

NEW GAMES!



SHUT YOUR MOUTH
PUSSY GALORE! Hands-on verdict on new Smackdown!

PRO EVO 2
ONATOPP! Five packed pages of super-real football!

THE GETAWAY
PLENTY O'TOOLE! Your verdict on Sony's thriller!

FIFA 2003
THUMPER! World exclusive play of reinvented FIFA!

YESH, ONLY IN P-ESH-M2*

NIGHTFIRE

Page after page of shots and opinion available NOWHERE else!

34 PAGES OF UNBIASED REVIEWS!
TimeSplitters 2
Burnout 2
Need for Speed
Hitman 2
Loads more...

SECRETS SERVICE
Smart tips for Onimusha 2, UFC Throwdown and Final Fantasy 10

*Yeah, we know...

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"Top-class survival horror meets one of the best sci-fi movies of all time. Excellent"
9/10 Official Playstation 2 magazine

"Great script, a twist of 'sci fi' horror, lurid graphics, a high bullet count, and some gut spinning biological realities, Be excited. Be very excited" XGamer Magazine

"Terror? Tension? Paranoia? The Thing delivers it all" PC Format

"The atmposphere is spot on, perfectly capturing the icy austerity of the John Carpenter film" PCG Magazine

"Terror never felt so good"
PC GAMER "Game of Distinction"

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JAMES BOND 007 IN... NIGHTFIRE

PSM2 dances exclusively into the fire with our hands-on look at Bond's latest mission. Schplendid.

PSM2 COVER GAME! PG25

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS
Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION
Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL
We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES
As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION
Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...
Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

WELCOME TO PSM2

AH, HELLO. NICE OF YOU TO *DROP IN*. DO YOU SEE? NO? SCHOCKING. EH? AH. TCH.

This isn't really working, is it? Something about Sean's ultra-smooth delivery (and yes, we know that's Pierce on the cover and everything, but come on) doesn't translate to paper. Sod the one-liners, then, and let's get out of these frickin' tuxedos. The lining's chafing us anyway.

Right. That's better. First off, firm handshakes all round and we'll get the beers in. Shaken, not stirred, if that's alright with you. You see? Oh, forget it. If you're new to the mag – and given our status as Britain's fastest-growing independent PS2 mag, there's a fair chance of that – then you've definitely made the right decision.

You see, we're PSM2. We do things differently around here. Once upon a time we used to buy games magazines. We actually play and *like* PS2 games. We're not a bunch of failed NME journos who spout on about the validity of videogames as an entertainment medium to rival music or film. We're a bunch of gamers who got together to make a magazine – and, as a result, this is the best magazine you can buy. Other mags are just so much shark food to us. We simply don't let them anywhere near our undersea lair...

So, as you throw your hat onto the hat-stand, slip into something more comfortable and ensure the Tizer is being served at *exactly* 37.5 degrees centigrade, you can rest assured that nobody does it better. Oh arse. Sorry.

THE PSM2 TEAM

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 28

Yo. As the UK's first ever PS2 magazine, we ain't new ta this. And only PSM2 has the DVD madskills that the others just can't mess wit'. You know it.

PRO EVOLUTION SOCCER 2

Only one PS2 DVD features a luscious in-game movie of *Pro Evo 2*, and you've just been wise enough to pick it up. Well done.

Some call it the best football game ever made, we prefer to call it proof of the existence of a supreme being. Albeit one that works at KCEJ in Japan, at any rate.

Remember, if you want the best, most lavish footage, the greatest selection of the greatest games and the sheer girth that other mags gag on then there's only one option – the PSM2 DVD.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶II) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...

While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

JAMES BOND 007 IN... NIGHTFIRE: A new trailer using Pierce Brosnan's texture-mapped head.

VIRTUA FIGHTER EVO: We've bagged the new *VF4* spin-off.

WRC2 EXTREME: Rally, rally quite good. (copyright R Kimber)

THE GETAWAY: Mockney geezers get lairy in your manor. On your PS2.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

STAR WARS: THE CLONE WARS: Jedi ruckus.

AUTO MODELLISTA: Thrill to the driving game that looks and plays like no other. Then read our review on pg92.

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

BURNOUT 2: The game's makers play *Burnout* just pour vous. Watch them nail their own game.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

DVD 27's secret extra is an interview with Vic Anderson, the stuntman consultant on *Stuntman*. Go to Reviews, Recent Releases then go down off the second page of games.

PLAYSTATION 2 MAGAZINE
PSM2

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PLAYING PS2 LONGER, HARDER, FASTER
コンテンツ

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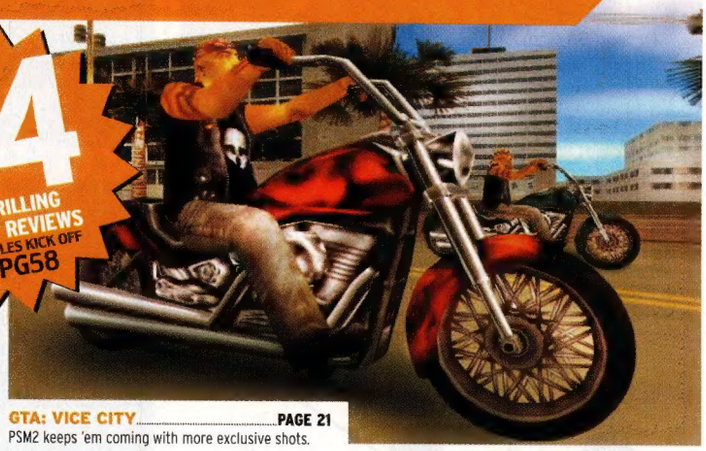


GTA: VICE CITY ..... PAGE 21
PSM2 keeps 'em coming with more exclusive shots.

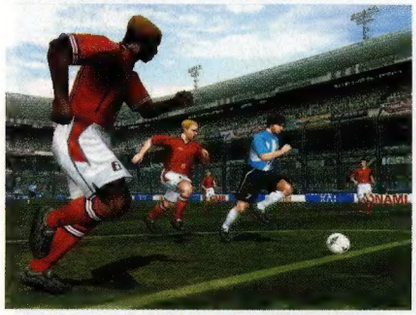
WWE SMACKDOWN! SYM ..... PAGE 46
Yuke's hoist sports entertainment to a new level.

AUTO MODELLISTA ..... PAGE 92
Get plastered with high speed emulsion.

EXCLUSIVE PREVIEW!

JAMES BOND 007 IN... NIGHTFIRE

All the gadgets, all the weapons and all for your eyes only, thanks to a covert operation to uncover everything this latest Bond experience has to offer. There's so many secrets on show here we're in danger of having our licences revoked.



PRO EVOLUTION SOCCER 2 ..... PAGE 34
New animations and stadiums. Super-real football comes home.

HITMAN 2 ..... PAGE 80
Old slaphead cracks skulls in Edios' killer app.

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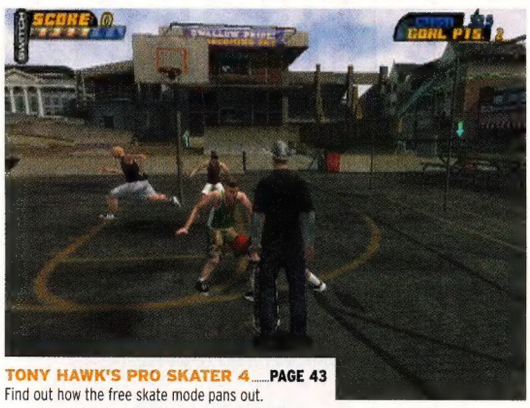
Two tyre-melting racers. One verdict.



TONY HAWK'S PRO SKATER 4.....PAGE 43
Find out how the free skate mode pans out.

TIMESPLITTERS 2.....PAGE 72
Read the PSM2 review. The buy this game...

"IT'S STILL LOOKING ROUGH AROUND THE EDGES. I'D BE SURPRISED IF IT COMES OUT BEFORE JANUARY" PG18

NEW TO PSM2?

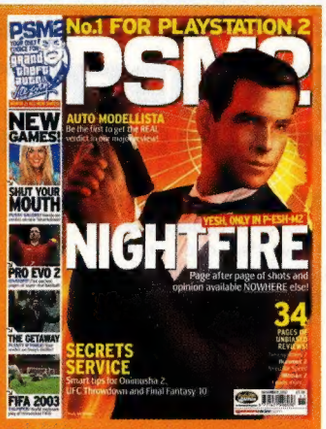
WE RECOMMEND YOU GO HERE FIRST...

4 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, go here now and check out what you've got to watch when you get home...

8 LETTERS
Find out what *real* PS2 gamers are talking about.

12 ACCELERATOR
You don't get shots you've seen elsewhere or re-written press releases here. Just bull-free facts and informed opinion. Find out what's *really* important now.

25 JAMES BOND 007 IN... NIGHTFIRE
Bonded like Araldite. PSM2 goes hands-on with EA's latest assault on the licence to kill for, and finds it nigh-on impossible to tear itself away.



ISSUE #28 "BOND LIFE"
We've dug deep and turfed Bond's pockets out for all and sundry to see. From the cyanide tumble dryer lint to the washed bus ticket tracking device it's all on show from pg25 onwards.

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Features that take you deeper into the inky world of your PlayStation 2. Get ready to find out where the future of gaming's headed...

GTA: VICE CITY
More exclusive shots hot from the city of sin. We brought you this game first, and we'll keep you supplied with screens right up to review......21

FIFA 2003
EA tear up the pitch, and build from the ball up in an attempt to beat the Japanese at a game that they've made their own. Find out how things are shaping up......54

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ONIMUSHA 2:.....PAGE 114
All the game's alternate routes linked to their relative characters for an awe-inspiring 100% completion.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.uk.com

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

THE VOICE OF CHOICE

"THIS WHOLE IDEA IS A WIN-WIN SITUATION FOR THE PUBLIC AND DEVELOPERS AS IT WOULD CERTAINLY BOOST GAME SALES."

POOL

After all the requests for *GTA: Vice City* that you printed, it feels great to see that Rockstar have included the best of the suggestions.

This recent pool of ideas for *Vice City* could prove to be a benchmark for the future, where developers listen to games players and critics alike. Games like *Turok* and *Red Faction* seem to have benefited from public opinion. This very mag seems to have a pivotal role in the design of the next *FIFA*, which possibly proves you influenced games like *SSX Tricky*.

It must be the best way of improving a game as perfect as *GTA3*. Think about it – what could be cooler than when you see things you suggested in the game. It looks like we'll be getting motorbikes, buildings with interiors you can explore, improved AI for the police and more sniper missions – even I suggested licenced '80s bands for the radio (GrandMaster Flash and A Flock of Seagulls – yes!).

This whole idea is a win-win situation for the public and developers as it would certainly boost game sales. I won't be surprised if *Vice City* sells as many as *GTA3*. Hopefully we'll see the same respect for the public when PS2 online becomes a serious possibility.

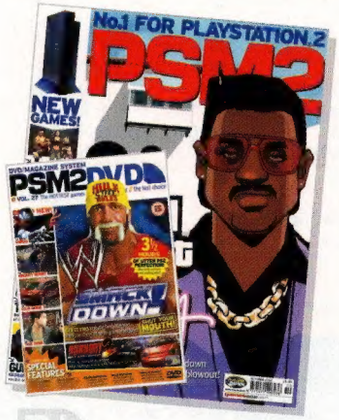
Todd Gledhill
Stoke-on-Trent

We'd have to say that perhaps Acclaim (*Turok*) and THQ (*Faction*) should have listened to us punters more. But you're right about *Vice City*. Bring it on...

This is your chance to air your views on the hot potato of the moment: What would *you* like to see in *GTA: VC*. And, *please*, have *some* morality.

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW



MEAT

Dear PSM2

On page 3 of issue #25 you say that nearly every other PS2 title has a 2, 3 or 4 after its name and that to ensure PS2 stays on top it needs new original games. But in the Most Wanted section on page 50 of the same issue, eight of the ten games are sequels.

So if sequels are great games, why does PS2 need 'fresh meat' to stay on top?

Iain Barry
Rotherham

Eight of the ten games are sequels because there are lots of sequels coming to PS2. Simple. We're just getting sick of all the games that want to be '*SSX* – in tanks!' or '*Metal Gear* – but with a girl!' Know what we mean? If you don't have innovation you don't get *SSX* or *Ico* or *Rez*. OK, forget *Rez*. Yes, we all need big name sequels, but you also need new games that start the ball rolling and keep PS2 the freshest, most exciting place to be.

BARRAGE

Dear PSM2

I'm beginning to grow weary of all this talk about (the lack of) originality in games. OK, so we've all complained, but what are we going to do about it? Wait for a flurry of crap games to inundate the stores? Write letters slagging them off then wait for another barrage of mediocrity?

I think not. It's high time we, as gamers, did something about it. So here's my proposition. Knowing how influential PSM2 is (what with *GTA*, *FIFA* and all), gamers should provide some concepts via the magazine – some ideas for developers to act on.

Of course, they have to be plausible (not to mention morally sound) and the best of the bunch should be put up for public vote.

The highest-ranking concept should be taken to an interested developer, whereupon the PSM2 team can add some of their expertise in various departments.

The result? A true gamer's game – highly original, great to play and technically superior. In any case, the least it'd do is stop the bloody whining that's been going on.

Adeel Amini
Via email

Everyone, please feel free to send in your game ideas. You did (and are still doing) for *GTA: Vice City* – turn over the page for more...

WRITE TO PSM2 WITH: YOUR THOUGHTS ON THE ISSUE... YOUR THOUGHTS ON VICE CITY... PROVOCATIVE QUESTIONS...

SPLIT THE DOG: *TimeSplitters 2* - proof that a sequel done well will always demand our attention.

TORTOISE

Dear PSM2

We've all been there haven't we? You're there, waiting to get stuck into something and you're watching a loading bar fill up...

Halfway there now... not bad for eight seconds. Then it slows down, then stops for a while. Then it jumps a bit. Three quarters of the way now in 15 seconds. (That's not right! It should be 12!) Still, it won't be long now... Aaaand yes! It's full in around 19 seconds! Let's go... I said, let's go! Come on, what's going on? WHY IS THE BAR FULL WHEN THE GAME IS STILL LOADING?

It's because they cheat. Almost all games do it. They're not loading bars – they're lying bars. The programmer knows it takes 25 seconds (for instance) to load, but they make the loading bar fill up in 20 seconds so it appears faster. They must think we are fools. They're not all bad though – when loading a league or cup tournament in *Pro Evo Soccer* it all starts a bit tortoise-like, but then just over halfway through – *zzzzip*. It's a quick, happy ending which then switches right over to the game itself.

Toby King
Swindon

Have you also noticed those games where they load before the bar's full? Trying to trick you into believing that it's doing you a favour. Jesus. It's a conspiracy.

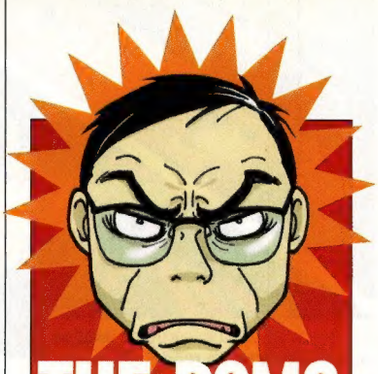
QUEEN

Dear PSM2

What's wrong with game developers today? I noticed your preview of *Rocky* – why are game developers starting to make games based on movies that are about 15 years old? Do they honestly think they will sell millions of them?

Why can't they just make games based on new movies and leave old films where they belong – in the past? Before you know it, they'll be making games about old music groups, like Queen.

Christine Munro
Manchester



THE PSM2 RAGE GAUGE

FNNERRRKKKKKK!

Dear PSM2

They say *GTA3* is violent and I think they're just talking an ignorant piece of crap, because this is one game about violence in which you don't have to be violent to enjoy its heavenly glory.

Here are some things to do if you don't want to be violent:

1. Do taxi, fire engine or ambulance missions.
2. Practise your sniper skills on paper blowing in the wind.
3. Jump on a train and surf.

[*Letter Ed's note: this list does go on a bit ...*] The possibilities are endless. Remember, it's not *GTA3* that's violent – it's you!

Dan O'Neill, Maidstone

KEEP TAKING THE HILLS:
How long does it take to finish the average game? Not long for one of Manchester's tough Northern ratepayers. Let us know what you reckon...

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

MARMOSET
Why the hell are there monkeys in *TimeSplitters 2*? I think that if they have dumb things like that, they should have a pinball table running around.
Name withheld
Horsham

Monkeys? dumb? Nah, you're thinking about gorillas. They're a bunch of idiots.

TERRORIST
How about a game where you play a terrorist, executing hostages and taking over buildings?
Mike Packer, via email
How about you start asking yourself some serious questions?

DISTURBANCE
When people blame games for violence in children, they're 100% incorrect. The biggest trouble-maker in my town doesn't have a PlayStation.
Russell Williams
North Wales
Thugs. *Christ!*

AGE
How old is Joel?
Silo, via email
Not very. He's half as old as Dan G.

Christine, if someone ever tries to resurrect Mercury through the power of PS2, trust us – we'll be there to stop them.

UNREASONABLE
Dear PSM2
I normally feel cheated at the small amount of time it takes me to finish games. For example, *Silent Hill 2* took me about a day to complete. OK, it was a good game, but £45 is a lot of money for such a short-lived gaming experience. I completed *Jak & Daxter* within four days of buying it and finished *Devil May Cry* in, like, a week – crazy, ain't it?

Again, these are top games. But what happened to the games of a few years ago that had a good few weeks of life in them – and at a cheaper price too? I don't suppose I'm the only one who can't find money for more than one game every two months.

I know it's unreasonable to expect every title to boast the six week gameplay of *Final Fantasy 7* which was a true classic, but four days isn't good enough.

Next I'll be told the '10' in *Final Fantasy 10* refers to the number of minutes it takes to finish it...
Ejiro Otobrise
Manchester

Ejiro, have you considered the fact that you might be a lot better at games than you used to be? Can't believe it took you a week to finish *Devil May Cry – real* gamers can nail it in a single day...

WRONG
Dear PSM2
I've heard enough about the failure of Sony's online gaming strategy to begin anticipating the arrival of PlayStation 3 which, it's hoped, will be released in 2005.

However, the more I hear, the worse it gets. I can't believe Sony are chucking their hard work away with ideas which may turn PS2 into the equivalent of a PC. Can't they see PS2's thriving above Xbox due to its simplicity and 'bring on the best games' attitude?

While they seem to be planning to turn the much-loved PlayStation into a glorified PC, Microsoft and other rivals will certainly take advantage. Putting in all these additional functions will only make it more expensive and is a recipe for complexity, which is where the PC went wrong! Are we taking a step back in time to when only the rich could afford good computer games?

We can't just sit back and let the likes of Microsoft take over the gaming scene with their 'customized chips'. Sony should step off the glory stand, take notice of how it became what it is now, and listen to gamers!
ViKy
Somerset

Sony employees read PSM2, ViKy. We're sure they'll be spilling their G&Ts right about now. We agree that the whole 'plug and play' nature of PS2, combined with its vast games catalogue, is the key to its success. But online gaming is inevitable...

PAINTJOB
Dear PSM2
What would make PS2 broadband appeal to the average gamer? Easy – the games have to give them something they couldn't get normally.

Customisation is the key to online gaming. For example:

1. Preferences which are crucial to your gaming ability (eg, the tweaking in *Gran Turismo*).

"I CAN'T BELIEVE SONY ARE CHUCKING ALL THEIR HARD WORK AWAY WITH IDEAS THAT MAY TURN PS2 INTO A PC"

2. Being able to alter your vehicle or character's image (eg, a paintjob in *Auto Modellista*).

3. Being able to change your character's name (ie, your own name).

4. And to change your own music (eg, Chitty Chitty Bang Bang while playing *Gran Turismo*).

Only then will you have a vehicle (no pun intended) to get your name into the minds of many, even if it is your alter ego.
Dan O'Neill
Maidstone

Anyone else really feel that customisation is the key to thrilling online gaming? Thought not. Try: low cost, servers that don't crash and instant death to berk cliques that treat you like some kind of dunce because you've just joined their stupid game.

JOYSTICK
Dear PSM2
Is there anyone out there who designs controllers for PS2 who could bear in mind that perhaps there might be one or two people, like me, who only have one arm?

We can't use PS2 pads. The best joystick controller that I've found works with PS2 is the Thrustmaster Top Gun Fox 2 Pro Fllightstick. It allows me to play certain games – *Quake 3*, *TimeSplitters*, *MDK 2*, *Red Faction* and *Half-Life* – but not nearly as many as I'd like. As you can imagine, I can't play any driving games, as you can't really steer a car with a joystick.

It's a good job that my local computer shop is so understanding – every game I get from them, which I later find out doesn't work with my joystick, they're kind enough to exchange for me.

It's so frustrating when you spend months waiting for the top games – like *Max Payne*, *Deus Ex*, *Medal of Honor: Frontline* – pay £45 when they finally arrive, only to find out that I can't play them.
Graham Baker
Surrey

Shit, Graham – that must be seriously frustrating for you. We've had a trawl around on your behalf and, to be honest, it's not looking good at the moment. You'll have to invest in a steering wheel – complete

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

More of your nut-brained suggestions for *GTA: Vice City*.

MICHAEL BRIDGES WRITES...

1. To re-live some of your most favourite *GTA* memories, you should be able to have replays of the last minute of gameplay saved to memory card.
2. Buildings and roads are affected by helicopters crashing into them or being shot at with a rocket launcher, so a maintenance team is needed.
3. Radio goes fuzzy in tunnels or fizzles out in water, just for effect.

Michael Bridges
Horndon-On-The-Hill, Essex

FOUR SUGGESTIONS

1. Roof damage for cars.
2. A 'bail' option to jump out of a car *before* it blows.
3. Ability to burst tyres, shoot petrol tanks, and shoot people through their windscreens.
4. *Metal Gear Solid 2* controls, allowing for intense firefights and assassinations (change controls: SELECT for entering car, R3 for jump and L3 for look back).

Michael Shaun Gilgallon
Rochester

POLICE GONE BAD-MENTAL

I think you should have a boxing gym where you can go in and you can come out as champion. Also, there should be a weapon called 'gangster gun' where you shoot the police and they come on to your side and kill everyone else.

Nathan Hassall
Horsham

IRISH ROVER

1. Have an in-car view and be able to use water, rain, etc. to wash blood off the windscreen.
2. Be able to connect trucks to trailers to use in drug smuggling/refugee-type missions.
3. Random disasters – earthquakes, tornadoes, etc.
4. If you go drink-driving, cops could stop you and use the breathalyser.

Paul Mullane
Cork

Another collection of top-class ideas, we-*heere* sure you'll agree. Until next issue – chill, eh?

As long as you keep sending in your suggestions for *Vice City*, we'll keep printing 'em, and Rockstar'll keep reading 'em.

with pedals – to be able to play driving games single-handed.

Also, five years ago, Reality Quest released a glove controller for PSone (as you can see on the previous page) – which only worked on your right hand, if memory serves... We're unsure if it's compatible with PS2 (it was five years ago), but, if your local games shop is as good as you say it is, perhaps they could try tracking one down for you, then take it back if it doesn't work?

ARSED

Dear PSM2

I talk a lot. I make points. I will replace Hideo Kojima. Keep your eyes open and read what I have to say about all things game-related in a letter full of spelling errors.

HIDEODROME: A man in Portsmouth will try to replace Konami's King Kojima. Best of luck, fool...

Games are getting further away from fictitious films and closer to reality. *MGS2* isn't cinematic, but it *is* realistic. *Pong* was meant purely for entertainment – but now there's violence, realism, conflicts between companies, money up for grabs, strategy and stress!

All the time, games are changing, getting more advanced – and that's not always for the better. And soon multiplayer AI won't be needed – no-one wants to attack 'bots. Computers will get so smart they'll be able to outsmart even us (they already can in chess). If they're allowed to advance further, Terminator will be non-fiction!

Lots more to say, but can't be arsed. I guess what we've learnt today is that all of us can't be arsed at one time or another, and when we oversleep 48 hours, we get fired and then we write long letters to earn ourselves free stuff.

Jack Attridge
Portsmouth

Dear everyone else: this letter has been edited for length. Poor Jack, who signs off as 'drunk and confused', bibbles on for four pages like this. He also suggests 'Hooker walks 2 cars gets in, car rocks, boosts health, no nudity!' as a feature he'd like to see in *Grand Theft Auto: Vice City*. Life in Jack's head rocks! Doesn't it?

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

DON'T WRITE TO PSM2 WITH: WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

GTA: Vice City
Game originality
Online gaming
Game violence
Xbox? Rubbish

PLAYSTATION 2 MAGAZINE
PSM2

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PLAYSTATION 2 MAGAZINE
PSM2
ACCELERATOR
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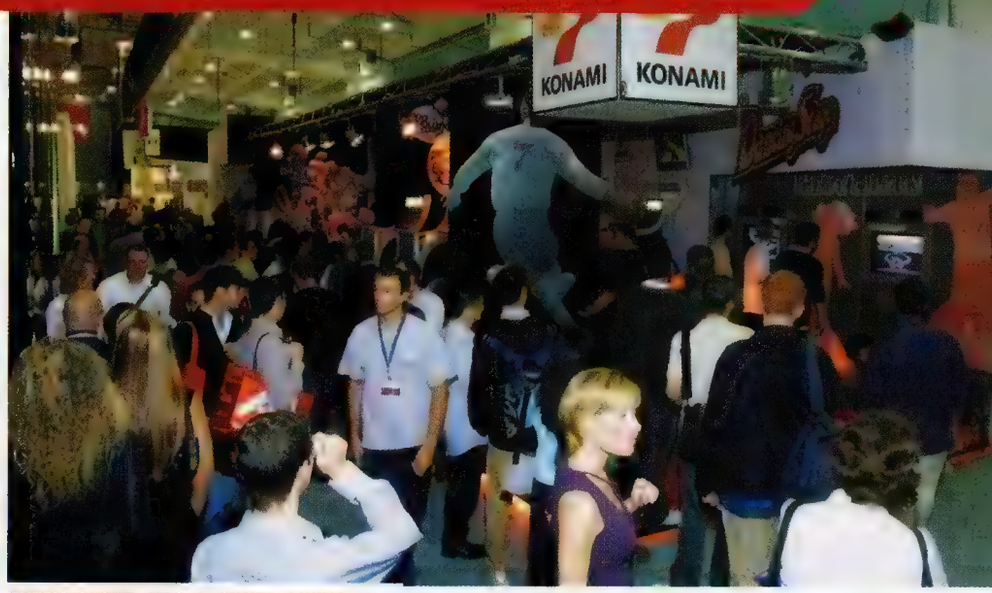
ジンセイセンソクホウ
ニュース

GANGSTER GRIPPING: The 18 only 'pen' at the Experience housed Sony's f***-you-up, *The Getaway* (see pg18).

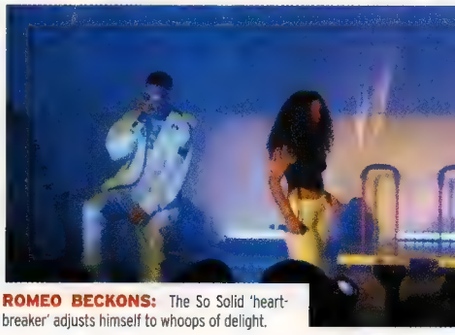


EVERY CROWD HAS A SILVER LINING: The business side of Earls Court - the European Computer Trade Show.

>WORLD EXCLUSIVE! フルヨル

THIRD PLACE FIRST, ECTS SECOND

Sony's PlayStation Experience saves ECTS from being a wash-out, as gamers go mental for *Pro Evo 2*, *WWE* and a smattering of C-list celebrities.



ROMEO BECKONS: The So Solid 'heart-breaker' adjusts himself to whoops of delight.

After the disappointment of last year's European Computer Trade Show (ECTS) – where Rage and Ubi Soft were the only major exhibitors – this year's event, held at Earls Court, London, provided a fitting barometer for the resurgent UK games industry. The major publishers returned in force, including Konami, Capcom and Acclaim, with triumphant public displays for *Pro Evo 2* and *TimeSplitters 2*. Most importantly, Sony's inaugural PlayStation Experience 'consumer' event was an emphatic success, bolstered by a staggering display of playable games and enthusiastic rent-a-celebs.

Behind closed doors, PSM2 was impressed by the new *DMC2* trailer – featuring Dante battling a 60ft stone golem – and 3DO's wait-and-see collection of 'mature' games, including *DMC* wannabe *The Four Horseman of the Apocalypse*. Jester Interactive turned heads with the somewhat more innovative *Music 3* – more on that later – while PSM2 was bemused to spot Page 3 stunna Leilani earning her dosh on the Konami stand, dancing like a loon to *Dancing Stage Party Edition*. Arguably more alluring was Ubi Soft's cel-shaded FPS *13*, with its – gulp – 'onomatopoeic' visual sound effects and stark comic book styling.

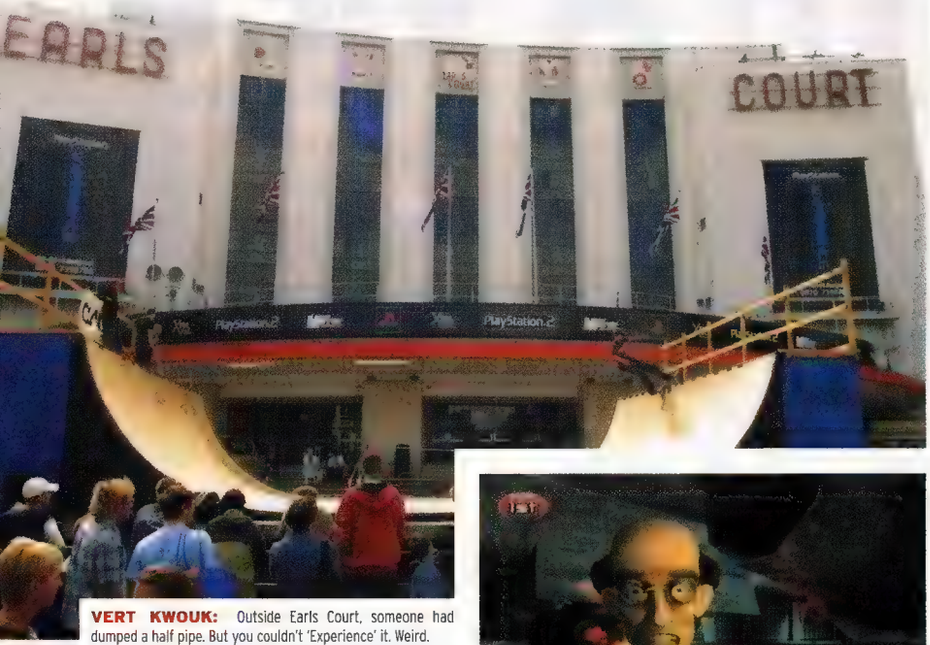
Sony's Playstation Experience – running parallel to ECTS – gave gamers their first chance to get hands on with PS2's solid Christmas line-up, including *The Lord of the Rings*, *WWE Smackdown!* and an eight-player network game of *SOCOM: Navy Seals*. The challenge stage was almost frighteningly popular – fronted by the irrepressible ex-Bits and past PSM2 cover starlet Emily Newton Dunn – with guest appearances from Newcastle United star Kieron Dyer and So Solid Crew's Romeo. We were particularly impressed by the PSM2 reader who waltzed to victory in the final of *Pro Evo 2*, scooping a PS2 for his troubles.

Apart from a few irate parents queuing with their nippers for a go on *Tekken 4*, the mood was noisily upbeat. "The event's really cool – good atmosphere, good

"SONY'S PLAYSTATION EXPERIENCE WAS AN EMPHATIC SUCCESS, WITH A STAGGERING DISPLAY OF GAMES"

"WE WERE IMPRESSED BY THE PSM2 READER WHO WALTZED TO VICTORY IN THE FINAL OF PRO EVO 2"

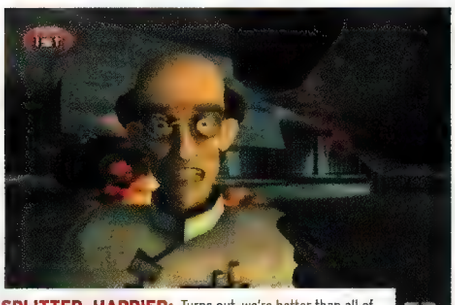
FOUL PLAY: Dan wasn't allowed to commentate on the *Pro Evo* tourney – too sweary and Welsh, y'see.



VERT KWOUK: Outside Earls Court, someone had dumped a half pipe. But you couldn't 'Experience' it. Weird.

setting and lots of people," cooed Paul Robson of Leicester. "The overall state of the PS2 market has improved, certainly since the launch... they've responded to the competition." Nobody seemed aggrieved by the £8 entry fee either. "The event's definitely good value," offered Nick Roberts of Birmingham. "You get to try everything. The goody bag is great." A mood seemingly shared by everyone. Roll on next year...

PSM2 RECKONS *Sony's foresight is commendable – surely ECTS' future lies in the hands of consumers. The buzz about the PlayStation Experience – and PS2 – was tangible, confirming Sony's appeal. The only sad face was Dan's – his restraining order keeping him a healthy distance from Ms Newton Dunn. Aww.*



SPLITTER, HAPPIER: Turns out, we're better than all of you. Not that our incessant office duelling helped, of course.

SLUM OF ALL FEARS: It's undeniably a heart-stopping trailer, but we'd have liked some devil-puppet-slotting playability.

ECTS: WINNERS AND LOSERS

WINNERS:

SONY
EyeToy entertained young and old, *The Getaway* hype-wagon caught fire and *WRC2: Extreme* looked splendid. The future of PS2 never looked rosier.

MORTAL KOMBAT: DEADLY ALLIANCE
Thought beat-em-ups were dead? Several thousand blood-crazed gamers out there thought otherwise.

KONAMI
The *Pro Evo 2* demo pods were *banging*, ably assisted by page 3 lovelies and the reassuring shadow of *MGS2: Substance*.

TIMESPLITTERS 2
With a surprisingly tepid response to *Red Faction 2*, Free Radical's game cleaned up with ultra-slick four-player mayhem.

MUSIC 3
Sing into the mic, and the game converts your demented off-key warbling into actual notes. Genius.

LOSERS:

TOMB RAIDER: AOD
Oh dear, why did Eidos risk it? The code looked jaggy and handled bizarrely – it still doesn't feel like a game. Here at PSM2, we remain optimistic, but given the expectation, hordes of punters must have walked away shaking their heads.

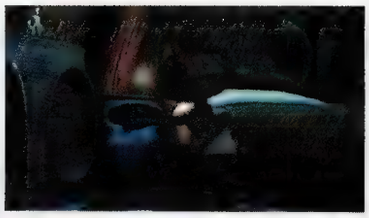
ECTS
Next to the PlayStation Experience, the ECTS trade show felt like a church jumble sale – with swarms of faceless graphic card manufactures sitting on trestle tables. £3.95 for a damp chicken bagel? Aw, c'mon...

EA
Why didn't they show their best titles? Only *The Lord of the Rings* generated any buzz, despite the excellence of *NFS2*.

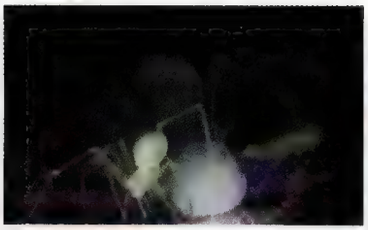
PLATFORM GAMES
Sure, busy trade shows don't lend themselves to complex platformers, but nobody was paying much attention to the superb *Haven* or *Ratchet & Clank*. Shame.

BECKS APPEAL: David's ever-shifting barnet highlighted *Pro Evo*'s appeal.

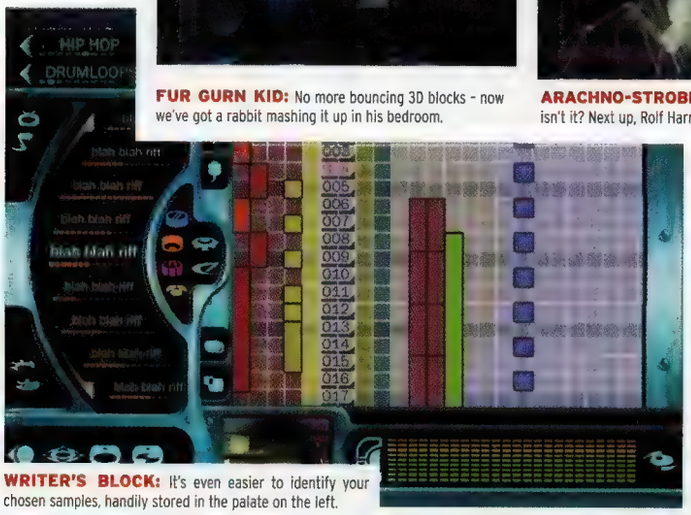
LARA LAUGHS: Jill De Jong couldn't distract from relentlessly crashing code. Pity.



FUR GURN KID: No more bouncing 3D blocks - now we've got a rabbit mashing it up in his bedroom.



ARACHNO-STROBE: Christ, it's like Animal Hospital isn't it? Next up, Rolf Harris gets medical with a glowstick.



WRITER'S BLOCK: It's even easier to identify your chosen samples, handily stored in the palate on the left.

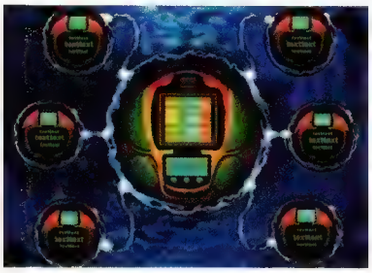
YOU WHINE SAMPLE: This is the microphone screen - each semi-circle segment is a four beat loop.

›PSM2 FIRST LOOK 71173

TUNE WITH A VIEW

Music 3: a game that converts your confused shouting into the sounds of an organ with dancing rabbits.

We loved *MTV Music Generator* – awarding it 90% back in PSM2#10 – but, distressingly, most of our tunes sounded like a sea lion tonking a Fisher Price piano.



Basically, the sample set soon became restrictive, so the only way to create fresh melodies was using the powerful, but baffling, riff editor. Despite some success with chugging four-beat drum loops, the 'arpeggiattor' gave us the fear of Belgium and we gave up. Recognising the limitations of the user, *Music 3* takes the sweet, sweet rhythm of your mind and plonks it straight into the PS2.

Simply sing into the USB microphone attachment – or shout, whistle and parp – and the game converts your emissions into 'actual' musical notes, which can be replayed using any instrument. Don't worry about sample space – Jester's VEKTEK software bypasses the PS2's sound chip, letting you store 20 Megabytes of data – equivalent to 3 min 38 sec of CD quality music. Samples can also be recorded directly – just plonk a CD in the PS2 – while budding musicians can use a keyboard.

Other features include a revamped interface – you can scroll blocks from left to right like the PSone games – over 16,000 instrument samples and a six deck multiplayer mix mode. The most obvious change is the video generator. Jester have ditched the Czechoslovakian disco effect for 'real' images, including, um, a dancing rabbit. As anyone who's seen the dancing cops in Magix's *Music Maker* will attest, the comedy potential is huge.

"IT TAKES THE RHYTHM OF YOUR MIND AND PLONKS IT INTO THE PS2"

PSM2 RECKONS *Theoretically, singing 'Na na now, na now, na now...' – think about it – should trigger a note-perfect version of Crockett's Theme. Naturally, the system's experiencing teething problems, but we're still confident. Jester have really listened to feedback, to produce the surprise of ECTS. Full preview, soon.*

›PSM2 EARLY WARNING 71173

WHOOPS APOCALYPSE

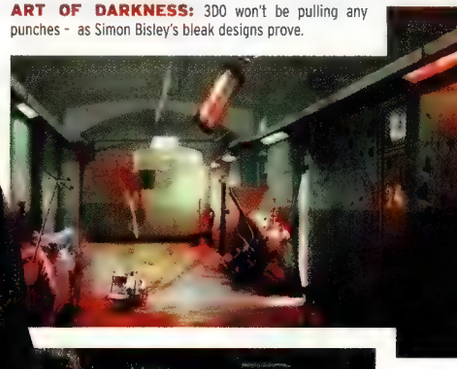
3DO *do* adult with *Four Horsemen of the Apocalypse – Devil May Cry* with a see-through brassiere.

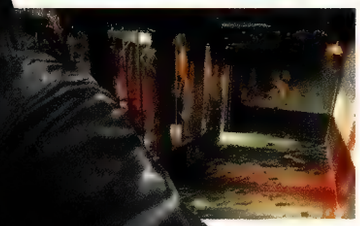
"No more army men games!" trump 3DO, shortly before showing PSM2 a video of *Sarge's War* full of bright green soldiers. Sadly, since we have eyes, we spot a mistake, but were soon taken with a spanky teaser trailer for *Four Horsemen of the Apocalypse* – 3DO's ambitious adult adventure with a whiff of *DMC*.

Playing as archangel Abaddon, you've got to defeat the eponymous horsemen – Pestilence, War, Famine and Death – in a series of all-Uzis-blazing 3D levels. Highlights include finishing moves – grab foes for snapped-arm shotgun self-decapitation – dismemberment, exit wounds and a dark visual style penned by ex-2000 AD artist Simon Bisley. The co-characters are a homely bunch, including serial killer Jimmy Ray Flint and 18-year-old prostitute Jessie Horner – replete with lacy transparent bra. On the bright side, *Sarge's War* is a Gamecube exclusive – so no more jolly emerald tinkers on PS2.

PSM2 RECKONS Four Horsemen – *whisper it – might actually be quite good, even if it is a shameless bum-ride on the adult game action wagon. Expect a mid 2003 release for that one – and some more not-that-XXX news soon.*

ART OF DARKNESS: 3DO won't be pulling any punches - as Simon Bisley's bleak designs prove.





JET'S IN PRACTICE

Martial arts legend Jet Li high-kicks on to PS2, with scenic interaction and merciless drownings.

Hong Kong film fans rejoice – Sony America have announced that *Rise of Honor* – their newest action-combat game – features none other than Jet Li. The plot's vaguely similar to Li flick The Defender, which featured Jet as a bodyguard who has to protect his criminal boss' beautiful daughter. Except, of course, that Jet's an undercover cop, and his boss gets murdered, and... anyway.

Long-term Jet collaborator Corey Yuen – whose credits include choreography on The One, and Kiss Of The Dragon – is working with SCEA, and Jet's on voice duty. More importantly, the game promises what we've always demanded of beat-em-ups – weapons and scenic interaction. Early footage shows Jet kicking a meat cleaver out of a cook's hand, chucking it across the room and then holding the blubbing chef's face in a sink. Can't wait.

PSM2 RECKONS *Fast, slick action and stupid bad guys – all present and correct. Being picky, we'd have preferred a game based on the Wong Fei-Hong series, but it still looks set to stamp all over* Bruce Lee: Quest Of The Dragon*'s face.*

"THE GAME PROMISES WHAT WE'VE ALWAYS DEMANDED OF BEAT-EM-UPS"

TILL CHEF US DO PART: Jet can whack multiple goons in a single blow and perform *MGS2*-style choke-holds.

THE COUNTDOWN TO
THE BIGGEST BATTLE THIS XMAS
HAS BEGUN...
"Technically awesome, brilliant to play...
this fire breathing fantasy will surely reign supreme..." - C&VG
"Lashings of Old Testament style fiery vengeance raining down..." - PSM2
"...seriously explosive gameplay..." - psi2
FIGHT FIRE WITH FIREPOWER!
COMING NOVEMBER 15TH TO
PlayStation 2
REIGN OF FIRE
bam! entertainment

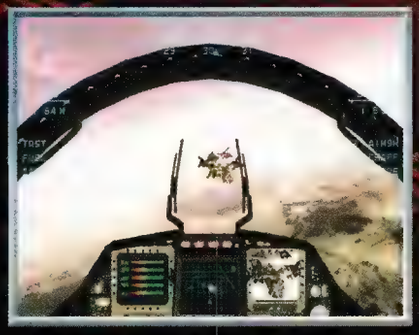
Pure speed.
Pure combat. Pure action.

Global warming threatens life on earth. Frozen regions of Siberia have melted, submerging entire countries. As part of an elite group of pilots assembled by the World Alliance, your mission is to take out the World Order Reorganization Front, an organization that exploits natural disasters for it's own benefit. Prepare for take off.

LETHAL SKIES

Elite Pilot : Team SW

Experience G-Force using the controller.



Choose from 4 views: cockpit, cockpit without meter, small and large.

Engage multiple enemies in a variety of death-defying missions.

Asmik Ace Entertainment Inc. Sammy THQ PlayStation 2

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PSM2 INVESTIGATION

FIGHTING DIRTY

"Anything you can do, I can do better!" screams *Colin McRae 3*. "No you can't!" bellows *WRC2*. Well, they would if they could talk...

Seth Brundle, Optimus Prime and... Colin McRae. Confused? We've seen some pretty unlikely transformations in our time, but little to match the latest playable version of Codies' hotly-anticipated rally champ. While the early preview code was choppy and unbalanced, the latest version pootles away impressively, with an incredible sense of solidity and robust, intuitive handling.

No sooner were we pencilling *Colin McRae 3* on the PS2 rally podium, than Sony's graphically dextrous *WRC 2 Extreme* turns up – causing much scratching of heads and a quick move for the rubber. With competition at a high, we took both games through their paces to determine the preliminary front runner. Without further ado, we'll shunt into first gear and deliver the wheel-gripping verdict...

COLIN MCRAE 3

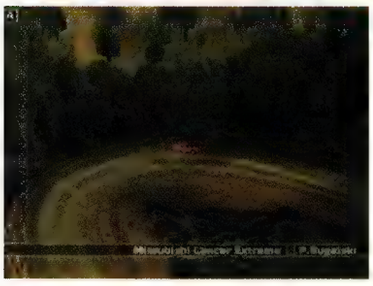
TRACKS: Replicas of all the major WRC circuits (but no licence), moving from Japan to the snowy plains of Sweden. Tracks are much bumpier than the previous version, with water hazards, but no dramatic climbs or sprawling vistas.

HANDLING: It's tremendous. You really feel the wheels slipping out if they nudge the grit, or lock up when you clog into the snow. The pad rumbles in perfect synergy with the action, for one of the most intuitive driving experiences ever.

DAMAGE: When you lose a wheel, the car will run on its rims, squealing until the pressure eventually causes *another* tyre to burst. Realistic physics, see? Wobbly, deformable chassis and great shattering sound effects. We like.

GRAPHICS: The in-car weather effects are a match for *MGS2*, though the view is largely unplayable. Great car models and track surfaces, but currently blighted by occasional slow-down and pop-up. This should be sorted in the final code.

WRC2 EXTREME



TRACKS: With the WRC licence, Sony's game is a perfect recreation – including tracks from Argentina, Sweden and Greece. Great feeling of vertigo and some genuinely rugged surfaces – much hillier than *Colin*.

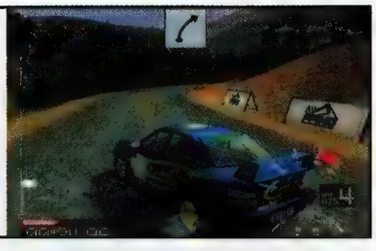
HANDLING: Still floaty. Cars drift round bends on an invisible line through their central axis. You get used to it, but it lacks realism and the elusive X-factor. Expect dramatic tweaks before release.

DAMAGE: The cars don't feel especially solid at the moment – yes, we know it's early – but you can still shunt out bumper lights and cause some crumpling frame damage. Quite satisfying.

GRAPHICS: The scenery is exceptional, with huge villas and enormous mountain drops. Car models are spot on, and the replays are smashing. Currently lacks polish and spot effects, mind.

"NO SOONER WERE WE PENCILLING COLIN MCRAE 3 ON THE PS2 RALLY PODIUM, THAN SONY'S GRAPHICALLY DEXTROUS WRC 2 TURNS UP"

VERDICT: *It's* Colin *by a whisker, but only because Codies' game is almost finished.* WRC2 *might just edge the graphical stakes, and offer a better selection of game modes, including an online score table – but* Colin *handles divinely. Keep an open mind, and watch for full reviews next issue.*



BYTESIZE

UK: PSM2 would like to make a correction – last month, we printed that Kemco's *Eggo Mania* cost £40. Turns out it's actually £30. Apologies to all concerned.

CANADA: While mozeying around EA's Vancouver studio last month, we uncovered news that Team Chaos are working on a sequel to *SSX Tricky*, provisionally entitled... *SSX 3*. Expect details very soon.

CANADA: Using our powers of wit and deception, we've unearthed details of another top secret EA game, *Def Jam Wrestling*, featuring Snoop Doggy Dog. Personally, we can't wait to drop a stink face on Flavor Flav.

GREECE: Internet forums have been clogging up with the 'news' that Greece – home of olives, beards and unfinished buildings – has banned videogaming. There have been sensationalist stories reporting that people had been arrested for playing PS2. A little concerned, we spoke to the Greek Embassy and discovered... this is total chutney. The ban only applies to games involving betting, despite some confusion surrounding the legal definition.

JAPAN: Rumours on the Net suggest that PS3 may be available in Japan as soon as 2005 (sadly there are no rumours involving when the UK could expect to see it) and – stone the crows – we've heard that it won't be a console, but a patented technology instead, so the PS3 chip could possibly turn up in something like a set-top digital box. Or a toaster. More unlikely suggestions as and when we hear them, so don't microwave your PS2 just yet.

>PSM2 INVESTIGATION フハフヌ

THE GETAWAY: THE PUBLIC SPEAK

PSM2's "most disappointing game of E3" makes its public debut, charming sceptics and fuelling controversy. What do gamers *really* think of Sony's potential banana skin? PSM2 finds out...

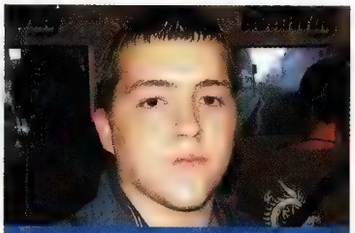
The *Getaway* will re-define what is a movie and what is a game," cried SCEE development head Phil Harrison, at this year's Electronic Entertainment Expo (E3). "Doughnuts," scoffed PSM2, describing Team Soho's chronically-delayed epic as, "overhyped and fussy to play". Truth was, for all the pizzaz, nudge-wink profanity and exemplary production values – including a billboard-perfect 46km squared representation of London – the E3 code was jaggy, distressingly linear and counter-intuitive.

Well, three months on, Sony's maligned cock-er-ney caper made its first public appearance at the PlayStation Experience consumer show, showcasing bustling streets, crisper graphics and tweaked controls. Suitably open-minded, PSM2 hijacked leading members of the public for their brutal verdict. Love it or loathe it, *everyone's* getting messy about *The Getaway*...

"THE E3 CODE WAS JAGGY, LINEAR AND COUNTER-INTUITIVE"

THE JURY

Hovering by the demo area, PSM2 grilled gamers for their views on *The Getaway*. Hitman or miss-demeanour? The votes are in...

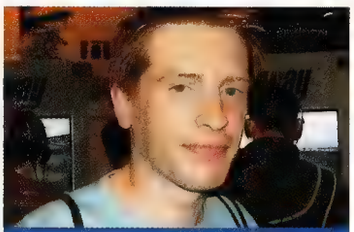


NAME: ANTHONY COLZEY
AGE: 20 FROM: LONDON

"The brilliant thing is that, if you come from London, you can recognise half the streets as you drive about. No motorbikes though, so probably not as great as *GTA: Vice City*, but still good."
VERDICT: Hit

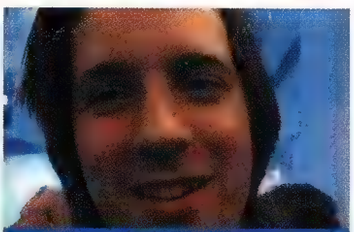
NAME: THEO HAJOGLOU
AGE: 17 FROM: LONDON

"Now I've seen it, I'd have to say I prefer the graphics of *GTA*. There's a large selection of vehicles though, and loads of stuff you can do. I think it'll be a game that appeals beyond a London audience."
VERDICT: Maybe



NAME: DANIEL CLEARY
AGE: 24 FROM: LONDON

"I've been into this gangster driving thing since *Driver*, so I've been looking forward to this. The controls are tricky, but the real problem is that you can't use the shoulder buttons to look left and right."
VERDICT: Maybe



NAME: NEIL MORRISEY
AGE: 20s FROM: HOMEBASE

"It's not a *bad* game, but it's still looking pretty rough around the edges. I'd be surprised if it comes out before January. Some of the handling needs to be fine tuned – it doesn't look that different from E3."
VERDICT: Miss

NAME: ELLIOT GREAVES
AGE: 27 FROM: WINDSOR

"I think it's superb, even though it doesn't take what we've seen in *GTA* any further. It's just an excuse to drive around like a maniac killing people. I'm looking forward to it."
VERDICT: Hit

NAME: JAMES SMALL
AGE: 32 FROM: DUBLIN

"It doesn't run that fast, so they've compensated by upping the sound effects. It looks OK, but I'd have to say I prefer the driving of *WRC* and looks of *GTA: VC*. Might still get it for Christmas, though."
VERDICT: Maybe

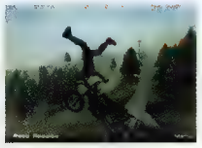
THE VERDICT Well, that's a resounding... maybe. It's difficult to see how this'll fare against *GTA* – but it may not have to. Rumour has it that since Sony have deals on both games, they're arranging cross promotion. Also, *The Getaway* may 'slip' to January, missing *GTA* by almost three months

BELIEVE THE HEIGHT!

The Ultimate combination of...

Motocross

Supercross


Freestyle

MX Superfly™

FEATURING RICKY CARMICHAEL

www.thq.co.uk/mxsuperfly

OUT OCTOBER 2002

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IT'S NOT ABOUT TACTICS, TEAM RULES OR TYRE CHOICES. IT'S ABOUT GETTING OUT THERE, PUTTING YOUR FOOT DOWN AND SMASHING THE HELL OUT OF ANYTHING THAT MOVES.

IT'S NOT THE WINNING.
IT'S THE TAKING APART.

PlayStation.2

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MONTH 0: YOUR VICE CITY IDEAS REVEALED

MONTH 1: WORLD EXCLUSIVE FIRST LOOK

MONTH 2: ALL-NEW SHOTS - RIGHT HERE!

"IT'S EVERYTHING A SEQUEL - A *GAME* - SHOULD BE," WE SAID LAST ISSUE. WE'RE STICKING BY OUR GUNS. *VICE CITY*'ll BE HUGE.

Things you'll have noticed if you're on the Internet – www.kentpaul.com, www.grandtheftautovicecity.com, about a million pages of mental rumours ("Apparently it's got skateboarders in it! Brilliant!") and several dozen shots scanned in from our last issue. Things you *haven't* seen anywhere else yet – every single shot on the next two pages, for a start.

So. *So*. What first? Well, for Mr Alex Roe of Peterbrough, it turns out that there *will* be a sinister Mr Whoopee van patrolling the streets, driven by the psychotic Ice Cream Lady. Whether or not she's related to the scandal of Giggle Cream, Vice City's most fatal dairy topping, we can only speculate.

For '80s devotees... well. Remember Terry Donovan telling PSM2 that *GTA: Vice City* was going to have, "The best soundtrack of any piece of entertainment, ever"? They've since announced that the release of the game'll coincide with *seven* soundtrack albums – one for each of the in-car radio stations. Hip-hop, cops, choppers and Glocks – there's something for everyone who's ever harboured a criminal thought. It's going to be bloody legendary.

And for everyone else, there's a new shot of a helicopter. Go mad.

MORE NEXT ISSUE!

VERCETTI ON FIRE Check the Michael Madsen chin. The shirt. The tuft of chest-hair. Cool.

YOU SICK MONKEYS. **You're loving this, aren't you? Every *Vice City* revelation's a treat for those weird types who saw *GTA3* and wanted more. People who've driven the Rhino, landed the Dodo on main street and battered a thousand pimps senseless. People like you. And us. PSM2's your one-stop info-cokedrift for *GTA*, and it'll only get better as we get closer to that November 9th release. Be here.**

GETTING UP CLOSE

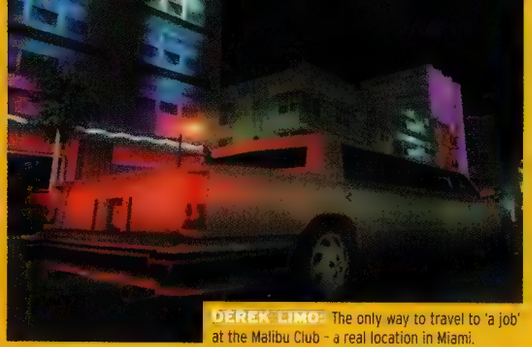
KICK HUCKNALL Hand-to-hand - or Adidas to throat - combat's been radically improved.

Look – for devotees of the World's Most Disturbing Shower Torture Scene (Scarface, 1983) we've bagged the first shot of Tommy fingering a chainsaw in the sunset. We're sure Daily Mail readers are already barking up their crayfish sandwiches with the mental pictures this jams into their brains.

GETTING AROUND

With more than 100 different vehicles in the game, why bother walking anywhere? Vice City's twice the size of Liberty City, so you might as well save your legs (literally) by driving to your destination. As you'd expect, if you see a vehicle in the game, you can drive it. Actually, cars are shit. What you *really* want to be seen in, what the *cool* kids of Vice City are knobbing about in, are golf carts, scooters and hearses.

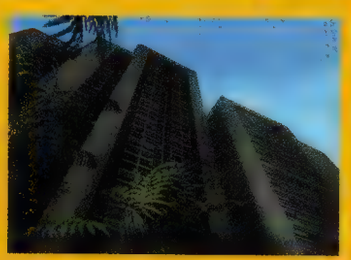
GRAND THEFT AUTO: VICE CITY

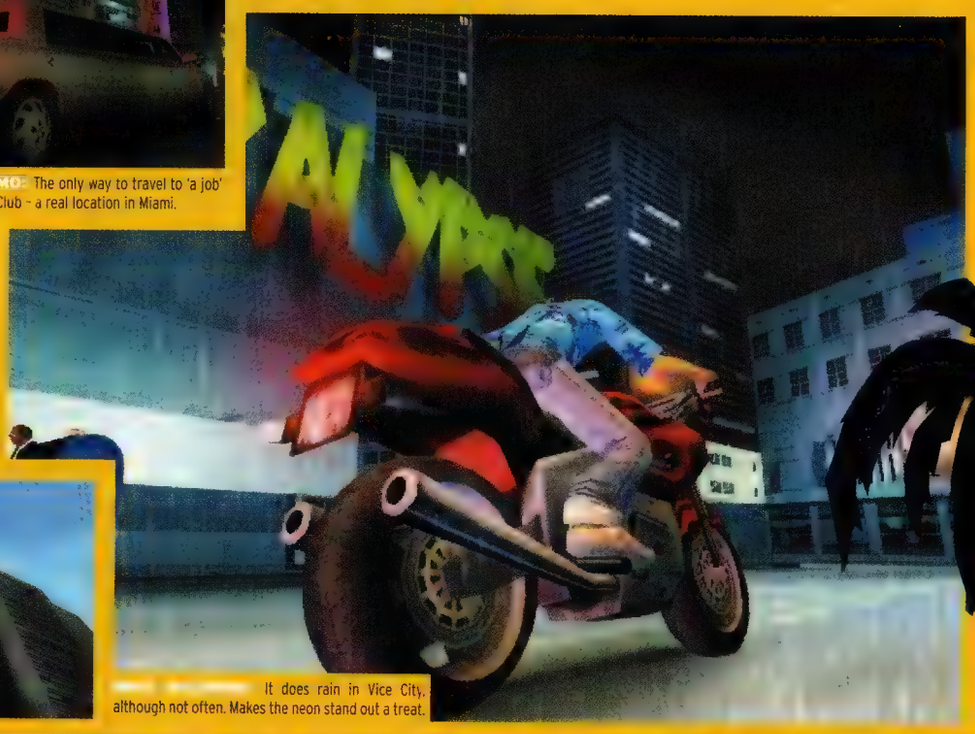


DEREK LIMO: The only way to travel to 'a job' at the Malibu Club – a real location in Miami.

LOCATION'S WHAT YOU NEED...

The range of locations on offer is impressive. And, in a novel twist to videogame law, you'll be hard pressed to find vast expanses of grey. Yes, there's dark, neon-lit clubs, and damp urban areas, but for the most part, it's blue skies and sun-flare all the way.

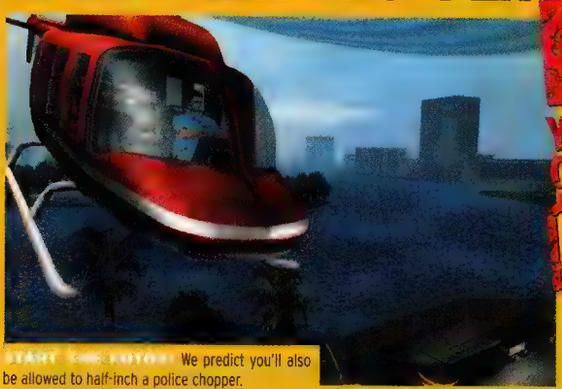




[illegible]: It does rain in Vice City, although not often. Makes the neon stand out a treat.

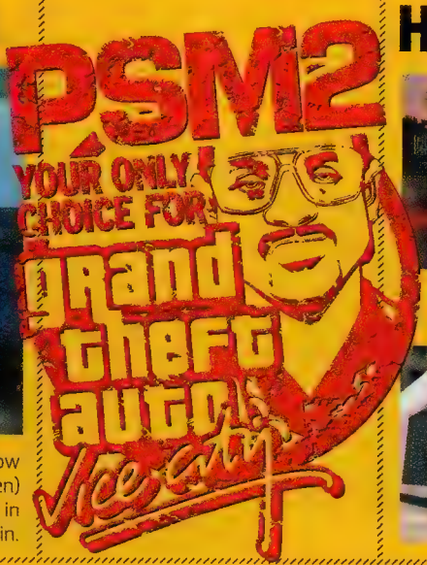
KEEP YOUR SUGGESTIONS COMING IN! - SEE PAGE 10

LOOK - NEW CHOPPER



START [illegible] FUTURE: We predict you'll also be allowed to half-inch a police chopper.

Shocking, isn't it? Last month we reveal Tommy in The Sparrow (an older style helicopter – like out of M.A.S.H or, er, Gentle Ben) This month, there just ain't no stopping us. Here's Mr Vercetti in another chopper. One you might expect to see Noel Edmonds in.



HIDE THE SHOOTER

Stick with a bat if you want to avoid the cops' attention – in a new feature, if a gang member pulls a gun, the cops'll go after him.

INSIDES: REVEALED

With 60 interior locations for you to explore – ranging from coffee shops to discotheques – you'll finally have something to do when hiding out from the cops. Go shopping. Drink a latte. Shoot people.

[illegible]: Tommy leaves the scene, Uzi in hand. Does he know he's left the light on?

NEW FEATURES: EXPLAINED

Chatterbox Radio has much more dialogue than last time – useful for extended driving missions.

A new radiosity lighting system helps light spill smoothly over objects.

Sources close to the game tell us that you'll be able land helicopters on the top of buildings and snipe from there.

Unbelievably, the fronds on the palm trees actually flutter when helicopters fly past. Great touch of realism.

Notice the bullet hole? You can shoot people through their windows – something that you couldn't do in *GTA*.

Another new feature is the way you can shoot out car tyres – and watch out for the police using stinger car traps.

He's got to have them all!

CRASH BANDICOOT™

NOW AVAILABLE IN PLATINUM

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WORLD EXCLUSIVE!
"CLOSING LEG OVER"

OUT UK NOVEMBER 29TH

JAMES BOND 007 IN... NIGHTFIRE

"LASTING MARKET PENETRATION (WOOF) - THAT'S BOND FOR YOU"

It's Bond from the opening credits to the closing leg over. Prepare to see more than ever before...

CUNNING LINGUIST: Jonnie Bryant

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

"DO PAY ATTENTION, 007!"

All tradesmen need their tools. Chippies have their sausage tongs, ice-cream sellers their hundreds and thousand sprinklers... But Bond's trade is killing people so, understandably, he needs something slightly more hi-tech. Time to meet the new Q, the incredible new Q...

Q-JET

Last seen in the oil rig level of *Aff*, the jet pack returns for some more quick burst aerial action.

WEAPONS

The single-player mode brings these to the party: the Wolfram PP7 (silenced), the Storm M32 (automatic), the Winter Covert Sniper (single), Deutsche MK5 (silenced), the Kowloon Type Semi, the Tiness Special 12 (shotgun) and the Sentinel AT420 (rocket launcher). In addition to these, multiplay also allows you to get your hands on a grenade-launcher and some anti-personnel mines.

Q-CAMERA

Disguised as a lighter, this micro snapper gives you hi-res shots with one simple tap of ◎.

Q-WORM

Standard credit card by day, virus carrier and electronic scrambler by night.

DARTPEN

Fires a drugged projectile from its tip. Great for knocking out corporate guards before they raise the alarm.

Q-SPECS –

Now with an infared setting that allows you to see the heat signatures of hidden enemies, and a nightvision mode for dark interiors.

Q-STUNNER

The keys to the Vanquish double as a pocket Taser. Get it upgraded by Q and it'll hit more than one enemy.

Q-DECRYPTOR

Resembling a palm-top PC, this bundle of electronics allows you to override electronic locks.

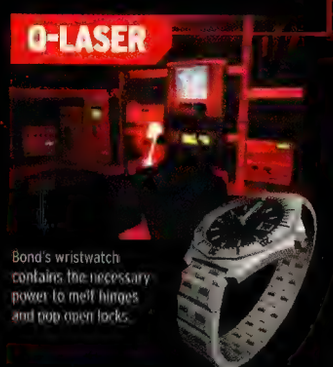
Q-CLAW

Hidden away inside 007's mobile phone is a powerful grapple line that'll zip you to new locations.

Q-GRENADE

An electric razor? In the middle of a combat zone? One twist of the base and you've got yourself a hefty lump of explosive.

Q-LASER



Bond's wristwatch contains the necessary power to melt hinges and pop open locks.

BOND MEMORIES

We always suspected that the original model was based on Brosnan, but it's only when you place them side-by-side that you see the marked difference in the skins. However, the new Bond may look like the film version but he certainly doesn't sound like him – looks like the money paid to MGM to use Pierce's likeness was such that EA were unable to call him in for a voiceover session as well. Likewise, the film company demanded a separate contract to use the likeness of John Cleese in his recently promoted role as Q. Which means we're left with the weirdo from the first game.

STATE AGENT: He did the job but looked pump.

PIERCING STARE: Now that's more like it.

CAN YOU FELIX: You've coughed up the cash, so you better work in some third-person events to make it worthwhile.

Stamina, staying power or, to give the idea a couple of deserving double entendres, the ability to keep it up, lasting market penetration (woof)... That's Bond for you. Been around for years, destined to be around for years more. Cinematically, the franchise has always had its emulators – just look at the current Vin Diesel inroad attempting to convince us that extreme sports are better than the raised eyebrow and the clink of a Martini glass (we think not) – but, ultimately, its appeal has always endured.

In fact the only real threat to its dominance has, regrettably, always been itself. For every Connery moment, there's always been a Lazenby knobbing about in a kilt. And it's a psychosomatic malaise that's been carried over to the game output as well.

Before PS2 and *Agent Under Fire* arrived to save the day, Bond games on PSone were invariably a tuxedo-clad bunch of bottom feeders. Question is, can this latest take on explosive espionage better its well received predecessor or are we looking at a run of licensed money spinners with cash registers for hearts? PSM2 requisitioned an Aston Martin from the motor pool and cruised over to EA's HQ to investigate.

TO SPY FOR

The first indication we encountered that the programming teams have not only stayed true to form, but have worked hard to improve the Bond experience, came as we nabbed a sneak preview of the game's tutorial level.

Set three years before the core action of the game, it sees Bond attempting to foil a plot to blow up the Eiffel Tower on the eve of the millennium. It's a basic introduction to the

MILLENNIUM THUG: The first level of the game sees Bond and agent Paradis carving up the streets of Paris

PLASTER OF PARIS: It's not long before you're launching rockets and blowing out shop fronts.

LET'S BE AVENUE: The level of street detail has been vastly improved for *Nightfire*'s vehicle sections

LEAP COVER: Take out the enemy vehicles and then drop into the Vanquish via its sun roof.

LICENCE TO CHILL: The first 'on rails' driving section you encounter is a snowmobile chase down the Alps.

BLOW FELT! No obvious barrels this time. Now you've got to hunt for the explosive elements hidden in the scenery...

weapons control as he snipes from a moving chopper before, literally, dropping into his Aston Martin Vanquish for a brisk driving lesson.

All very straightforward, you might think. But, the genius hook comes as Bond and the recently rescued agent (that'd be Dominique Paradis) swap saliva under a hail of celebratory fireworks. The screen dissolves, the intro track kicks in and we're presented with a full-on Bond opening number complete with posing beauties and phallicly positioned gun barrels. Fantastic.

At this point, PSM2 are sold. Even the impromptu arrival of Kylie complaining she was having trouble zipping up her hotpants wouldn't have torn (some of) us away from the screen. And the bonus is, that this is just the first of a host of sparkling new touches.

INSIGHT

Eleven-year-old Pierce Brosnan and family moved over to London from Ireland on August 12, 1964. The same day – just over 100 miles away at the Royal St Georges Golf Course – Bond's creator, Ian Flemming, died of a heart attack.

As well as the tongue-in-cheek euphemisms and Monty Norman stings we've all come to expect, there's also the addition of blood spilling down the screen should you be hapless enough to get nailed in occupied territory, plus the inclusion of Pierce Brosnan's face for the first, third person crossovers. We were initially unsure about these, believing that breaking the illusion of actually 'being' Bond was a risky move.

A day's dedicated play later and we're still not 100% certain after repeated trouble switching between the two perspectives. That said, when it works, the set pieces it provides – like sneaking past guard-crowded windows – add something beyond *Agent Under Fire*'s the grapple jumps.

The FPS sections also benefit from a less linear approach than those of the original. Now, instead of belting through a level as quickly as your buffed Oxfords can carry you, you're encouraged to uncover stealthier, more 'Bond' means of ▶

"AS WELL AS THE EUPHEMISMS WE'VE ALL COME TO EXPECT, THERE'S ALSO THE ADDITION OF BLOOD SPILLING DOWN THE SCREEN"

PLOT SECRET

SPOILER ALERT!

The reason behind 15 levels of wanton slaughter? Bond's been called in to investigate the motives driving 'green' industrialist Rafael Drake – seems he hasn't been decommissioning the world's nuclear weapons after all... The linchpin to finding out what he's planning to do with them is Alexander Mayhew, Drake's operation manager in Tokyo. Only problem is, he'll only talk if 007 himself turns up to bring him in. It's here that Bond learns of the Nightfire project, an audacious plan to hijack the International Space Station, arm it with nukes and hold the world's governments to ransom. Guess who gets measured up for a space suit before the climactic showdown?

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FOR YOUR THIGHS ONLY

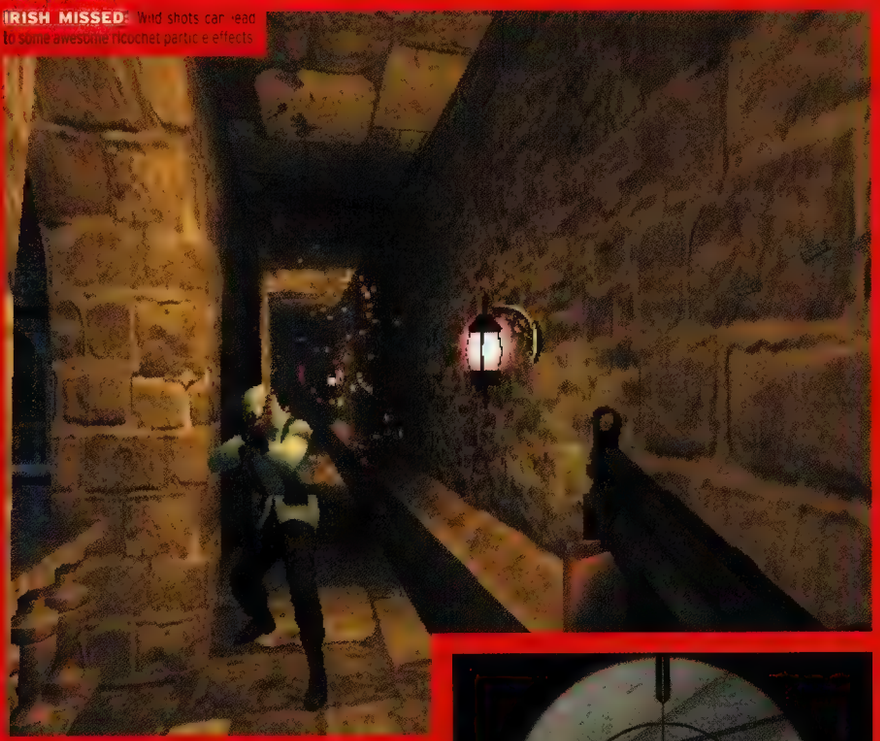
Every Bond supervillain needs a crew, and Rafael Drake is no exception. Although, as is the way with 007's predictable plot structure, no allegiances are ever written in stone and even the most loyal henchwoman is destined to find it a little difficult to resist Mr Kiss Kiss Bang Bang when he turns on the charm.

MAKIKO HAYASHI: Bodyguard to Drake's head of operations Alexander Mayhew. A bad hand at the old kung fu
Most Like: Aki from You Only Live Twice

ARMITAGE ROOK: Man mountain and head of Drake's security forces. You'll meet him on the Chain Reaction level
Most Like: Tosh no from Live and Let Die

RAFAEL DRAKE: Head of Phoenix International Corporation and all-round man on a nuclear-fuel led mission
Most Like: Kamal Kahn from Octopussy

IRISH MISSED: Wild shots can lead to some awesome ricochet particle effects



▶achieving objectives. When we say 'encouraged' we mean that the henchmen's accuracy and AI is such that a head-on confrontation is only an option if you're armoured-up and carrying one of the game's fly-by-wire missile launchers.

Heres how this less direct level structure works in practice. There we were happily sniping from the rooftop of a nuclear facility owned by super-villain Rafael Drake, with the escape route through an air shaft directly in front of us. Take it, yes? No. By this point, we've learned never to accept things at face value with *Nightfire*. So, after a quick scout about, we locate another, sealed ventilator. A nifty bit of work on the hinges with the laser watch and we're through and down into a quiet area of the facility below. The 007 logo appears and we've just earned ourselves the first Bond moment of the level. Oh, yesh.

It doesn't end there, though. How about tracing someone via their footprints in the snow, or the chance to switch weapons from semi to automatic and then push vehicles across the ice with sustained fire? Then there's the ability to hug shadows and move undetected, and the inclusion of an event sensitive score that swells as soon as Dr Evil's goons march on screen.

It's a growing list of tiny refinements topped off with a quartet of long-pinned beauties to give some kind of shallow motivation to all the senseless bloodshed. All of which, as far as the FPS side of things is concerned, take this way ▶

NIGELLA SIGHTS: Go stealthy and you'll find plenty of use for the sniper rifle

"A NIFTY BIT OF WORK ON THE HINGES WITH THE LASER WATCH AND WE'RE THROUGH AND DOWN INTO THE FACILITY BELOW..."

LICENCE TO CHILL

Nothing finalised as yet, but the word from EA HQ is that the finished game will feature an extra DVD containing the trailer for the new Bond movie, Die Another Day. We also predict other bonus extras – look to *SSX Tricky* for inspiration...

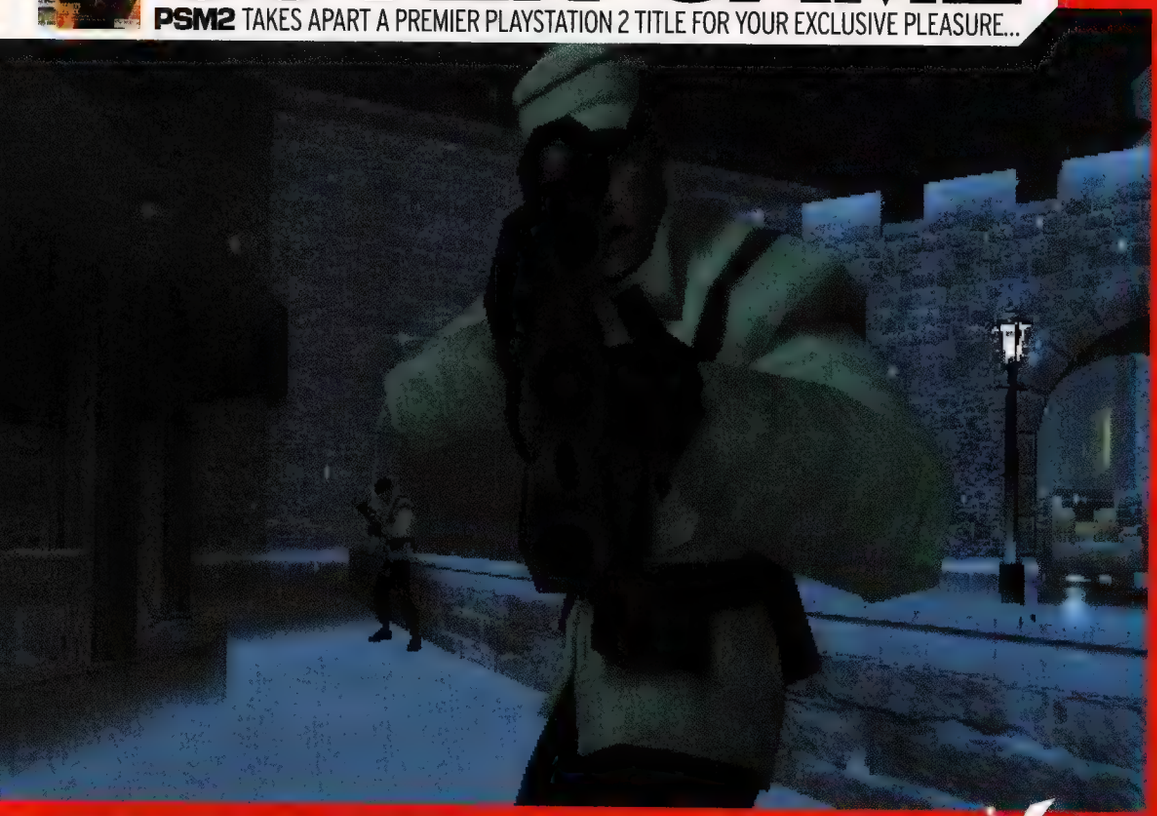
POLAR SCARE: "So you lived to die another day." Bond confronts super-villain Gustav Graves about their last encounter.

FLY NOW: The film kicks off with a hovercraft chase through South Korea that climaxes with a plummet down a massive waterfall.

ASTON THRILLER: As far as stunts go, engineering a car chase on ice was one of the most difficult stunts attempted by the 007 special effects team this time round.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...



DON'T FANCY JAWS: Even Drake's henchmen can't avoid the visual enhancement *Nightfire*'s undergone. Look at that stubble.

LIVING NIGHTLIGHTS: Bond has to avoid detection armed only with his dart pen during the first Japanese mission

THE WORLD IS DEFINITELY NOT ENOUGH

The 15 levels of the game take in five different locations around the globe proving, once again, that if you want to clock up those air miles, being an international super spy is the only way to go. As for the sixth location – well, prepare to experience a Moonraker-style float-a-thon in space...

MOD JOB: They won't run and hide, but guard AI is such that taking them out's a lot tougher this time.

FORM AN ORDERLY Q

One of greatest disappointments with the first game was the multiplayer. Slow with two, painful with four and just not diverse enough to drag us away from the then office favourite *TimeSplitters*. EA have done their best to rectify matters. Now we've got arenas taken straight from Bond's film history, the much needed addition of 'bots – up to 16 of them in fact – and a meaty list of modes with evocative names like Last Agent Standing, Protection and Goldeneye Strike.

TROUBLE AGENT: The Snow Blind multiplayer arena features gun emplacements much like those seen in *Splitters 2*.

DOCTOR SNOW: There were too many cutscenes and not enough play with the 'on-rails' chase bits for our liking.

▶above and beyond anything we've seen previously in *Agent Under Fire*. Catch that stipulation there, though? Pick up on what we're hinting at? Yes, the FPS action's lush – it's the vehicle sections we're most concerned about.

LIVE AND LET DRIVE

It's early days yet, but so far we've played three out of the seven motorised segments and there was only one of them that really rang true. The first level gives you a very basic tutorial spin in the Vanquish – no problems there – but it's the two on-rail runs into the screen that follow it which have knocked our faith.

The first sees you and Zoe Nightshade escaping down a mountain on Skidoo and, to be fair, it's OK – but it seems overly cluttered with cutscenes. No sooner have you dealt with one stretch of enemy snowmobiles than you're presented with yet another action sequence that you have no control over.

The microlite flight down a jungle canyon isn't much better even without the intrusion of cutscenes. Here you're perched on top of the wings, attempting to shoot stuff on the ground with a gun that's limited to a 270° arc of fire. Find yourself facing the wrong way as the vehicle banks and you get an unnerving sensation that

SPECTRA IS KEEN: Dynamic light effects don't just look attractive, they also provide shadows for Bond to sneak through

DEFCON FUN: The Chain Reaction level is by far one of our favourites. Just look at those lovely shadows

"WITH NIGHTFIRE WE'VE GOT BROSNAN TO HELP PULL ALL THE DISPARATE ELEMENTS TOGETHER"

the really important stuff is happening somewhere behind you.

Salvation comes in two forms. First, the conversion of the Vanquish into a sub. There's been some radical improvements here with the addition of bubbles and fluid effects making the whole underwater scenario much more convincing and free roaming than it was in the earlier version we saw. Secondly, there's the inclusion of two straight driving missions which – if the *Need for Speed* team are up to the kind of quality we've seen in *Hot Pursuit 2* – should show up the claustrophobic street drives of the original for the rat runs they were.

BASE DUMPING: These boys don't look like they're decommissioning nukes.

DVD ACTION
See the Aston Martin Vanquish in action, from its sparky keyring right down to its wing mounted missiles. Pure Bond.

POSITIVELY SCHOCKING

It's about here in the proceedings you'd like us to chance our luck with an early impression. Well, as we've already said, the game's still a way from completion but it seems that rather than constructing a uniform whole, a collection of instances that encapsulate all things Bond, EA are building another piecemeal affair. Sure it'll have its moments of class, but our fear is that the inclusion of the first to third-person switches, alongside the driving sections and new emphasis on cutscenes, will fracture the experience further.

Now, we can understand that tying yourself to a movie plot does put limits on creative imagination but, with something that already lends itself to a collection of set pieces, perhaps this is just the kind of thing the game franchise needs. *GoldenEye* is still considered by many to be the best Bond game ever created and that religiously followed the scenes from the film.

At least with *Nightfire* we've got Brosnan to help pull all the disparate elements together. But, we'll just have to wait and see whether his aging, squinty visage is enough to make up for all the intrusions caused by plot hurrying cutscenes and shifts in perspective. **PSM2**

Between now and the 29th November, we should see at least two further versions of the game. PSM2 will keep you updated.

HANDS-ON VERDICT

We just couldn't keep away from it. Half an hour on this bit here, half an hour on that bit there, up into space for a laser battle, then straight back to the Chain Reaction level for just one more go. See, rather strangely for a Bond game, it's actually quite a sunny level with huge shadows cast between the imposing concrete structures of the disused nuclear power plant. It's like being a kid again, running riot on a building site mid-summer. If that's what you did when you were a kid...

And the best part is that the ammunition's live (sort of) and you don't have to quit after an hour or so to go home.

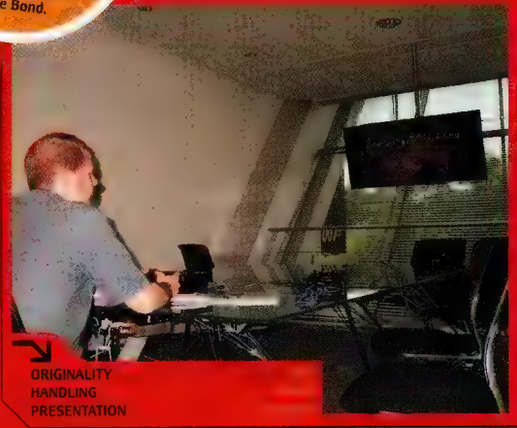
Brilliant. The British end's still being kept up...

You'll love it because...

You completed *AUF* in under 15 hours and have been playing impatiently ever since.

You'll hate it because...

A combination of styles is usually followed by a distinct whiff of halfarsery.



ORIGINALITY
HANDLING
PRESENTATION

007 nightfire

DEVELOPER
Volition

PUBLISHER
THQ

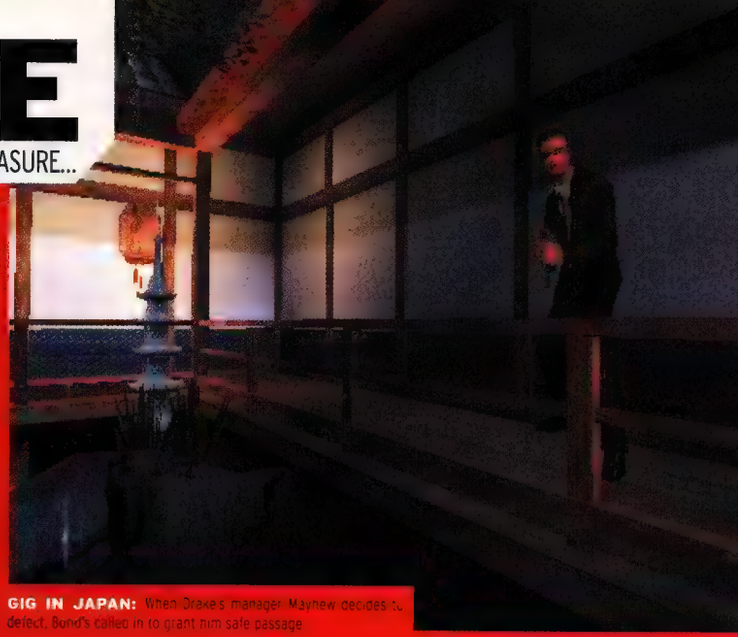
GAME TYPE
First-person Shooter

ANTICIPATED FEATURES
- 16 levels with both FPS and driving sections.
- Over ten spy weapons, including the Frinesi and Wolfram PP7.
- Ten Q gadgets.
- Four-way multi-player featuring classic locations from films like The Spy Who Loved Me and Goldfinger.

WHERE IT'S AT...
- At the Alpha stage, which means that some levels are unfinished but the structure is starting to come together.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...



GIG IN JAPAN: When Drake's manager Mayhew decides to defect, Bond's called in to grant him safe passage

DR KNOW-ALL

PSM2 organised the exchange to take place in a disused warehouse somewhere outside Chertsey. Turning up early we proceeded to case the venue before drawing up three different escape plans should things go awry. At 9:47pm precisely, a slightly overdressed man calling himself Jon Horsley stumbled through the main entrance. He said that he was the Executive Producer on *Nightfire* and that he was here to answer any questions we might have. We gave him just enough time to check over the suitcase filled with used £10 notes before the first shot of truth serum kicked in...

Q: Were you afraid that the shift from first to third-person would be intrusive and break the illusion of you 'being' Bond?
A: We knew we had to be careful about where and when we shifted perspective – if it came at the wrong time it would break gameplay continuity in a bad way and confuse the player. In terms of losing the feeling of 'being' Bond, I've always thought the player would enjoy seeing and being Bond, and that the two experiences could co-exist.

Q: What are you NOT allowed to do in a game that carries the James Bond licence? (We're guessing you're not allowed to shoot unarmed people in the back, for instance...)
A: Bond is a 00 agent, so he is licensed to kill, of course. But he only applies that deadly force to villains. Civilians and innocents are exempt. He has a certain honour about him, too, that constrains wanton destruction.

Q: Likewise, what are you NOT allowed to do in a game that carries the Pierce Brosnan likeness? Does he have to agree to things he's seen doing in *Nightfire*?
A: We applied the same standards to Pierce as we did Bond – he is the hero of the game, so we made sure that he's debonair and dangerous. If it works for Bond, it will work for Pierce.

Q: Is constructing the levels of a James Bond game like constructing a James Bond movie – ie. do you have a flash-bang opening, then a slow middle and a dramatic end?
A: We definitely want the experience to start with a bang, and then build towards a finale. We integrate all the elements of the movies into each level – spy gadgets, gorgeous women, exotic environments and challenging mission objectives for the player, whether they're on foot or within a special vehicle.

Q: Why 'Nightfire', and not the same name as the upcoming film? Tell us about the freedom you get when you don't have to rigidly follow a plot...
A: We love the movies and the fiction that's within them – but we wanted to make sure that the story we told in the game was built around a game structure. We collaborated with MGM/Danjaq to ensure it was an authentic Bond experience, but that the story also created good gameplay objectives.

Q: We would argue that the multiplayer game in *Agent Under Fire* wasn't as good as, say, *Quake 3* or *TimeSplitters*. How has the multiplayer game matured in *Nightfire*? Will there be more control options, for instance..?
A: We have 'bots in all versions now. *Agent Under Fire* didn't have them in the PS2 version last year. We have more modes and more 'bots, so I think the players will be very happy with it.

Q: Can you describe the most technically impressive section of the game – the bit that'll make our eyes drop out and roll across the floor?
A: At one point in the game, we blend embedded story cinematics with a dogfight between a helicopter and a player-guided missile. All the while, the player is suspended in a gondola protecting a beautiful woman. It's a great mix of technology, Bond moments and gameplay. Right after that we transition to a snowmobile chase level.

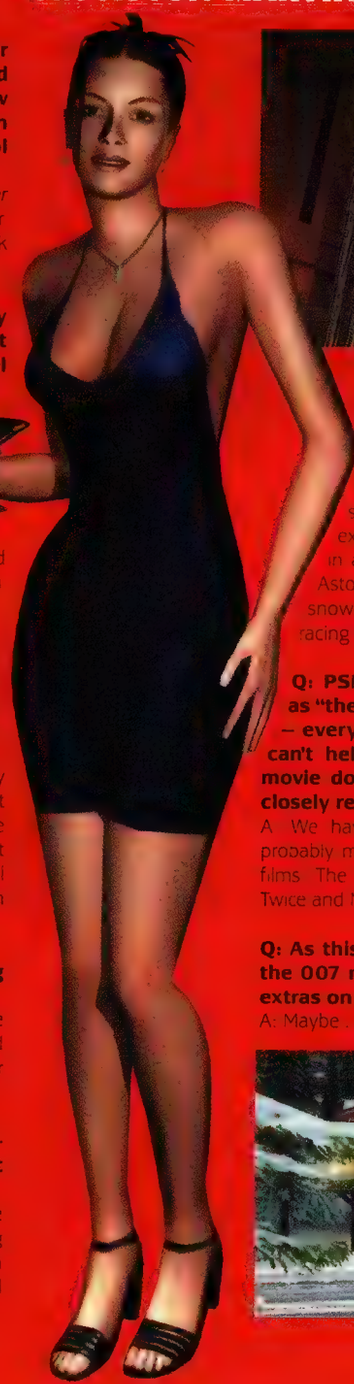
Q: Can you give us a few examples of your favourite gadgets that have been used in the game? Do they all have to be approved by the Ian Fleming Foundation?
A: All of our gadgets are approved by MGM/Danjaq. Different people have different favourites, I guess. Many of our players love the Infrared glasses – they allow you to see heat signatures through the walls, and are so powerful that you can see the plume of warm breath from enemy mouths.

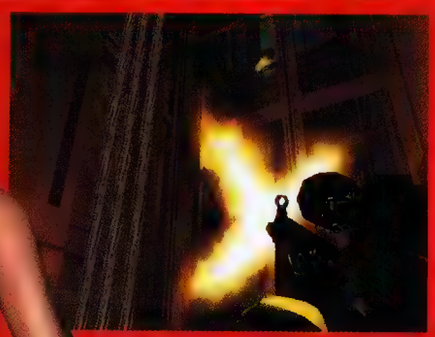
Q: Are there multiple ways of nailing mission objectives?
A: Most missions have a 'stealthy' route that the player can follow that relies on gadget use and exploration, and also a '00' route that is heavier on action.

Q: Tell us about the level set in space – how does the lack of gravity there affect the gameplay?
A: Ultimately, Bond ends up in a laser duel in the Space Station. He's in his space suit jetting around the station in a zero-g fight with the arch villain. We've made the zero-g navigation fun and intuitive – nobody is going to get sick!

YOU ONLY GIVE TWICE: The replay value's been drastically increased thanks to multiple routes through the levels.

"WE BRING YOU UP IN THE AIR IN AN ULTRALIGHT AND BELOW WATER IN AN ASTON MARTIN SUBMARINE CAR"





OFFICE GLOCK: Stealth got you in but only big guns and guile will get you out

Q: Will the driving sections be longer this time round?
A: I'm happy to report that we have some really fun, exotic driving experiences. We bring you up in the air in an ultralight, down below water in a Aston Martin 'submarine' car, as well as snowmobiles and our high speed Vanquish racing through Paris. Some very fun stuff!

Q: PSM2 described *Agent Under Fire* as "the Live and Let Die of Bond games – every element thrown in so fast you can't help but enjoy it..." Which Bond movie do you think that *Nightfire* most closely resembles?
A: We have an all original storyline, but we probably most resemble a cross between three films: The Spy Who Loved Me, You Only Live Twice and Moonraker.

Q: As this year's the 40th anniversary of the 007 movies, will there be any bonus extras on the disc?
A: Maybe... You'll have to wait and see...

Legaia 2

Duel Saga™

レガイア デュエルサーガ

A magical crystal that supplies infinite water to the small village of Nohl is stolen by force, causing a solar eclipse that drowns the land in an evil light. The monsters flourish and all seems lost. Now Lang, a rookie member of the Vigilance Corps, must fight his way across uncharted lands to recover the crystal and restore peace to the land.

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PlayStation 2

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PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST! プレビュー
トクセンジョウホウ

MAU-BLAUW-RALLA-MAUW. CHARLIE SAYS, MAKE SURE YOU READ BEFORE YOU BUY.

JONNIE

It's a public safety notice we've televised before but it's one that needs repeating. Especially at this time of year when the shelves start filling up with detritus. It's stuff that might have nicked the edges of Overload a few months back and then been buried as soon as the initial feedback hit home. Time to take the back door into the shops. Time to be *very quiet*.

Take *London Racer 2*. In the shops now, but minus the privilege of a preview within these pages. Why? Because it's rubbish and the publishers know it. Want a list of other games that are currently in the process of circumnavigating us? How about *Disney's Donald PK*, or *Lego Drome Racers*, or *Castleween* or *Myst 3*... But that still doesn't stop some of you buying them when they hit the stalls and then writing in to us to complain.

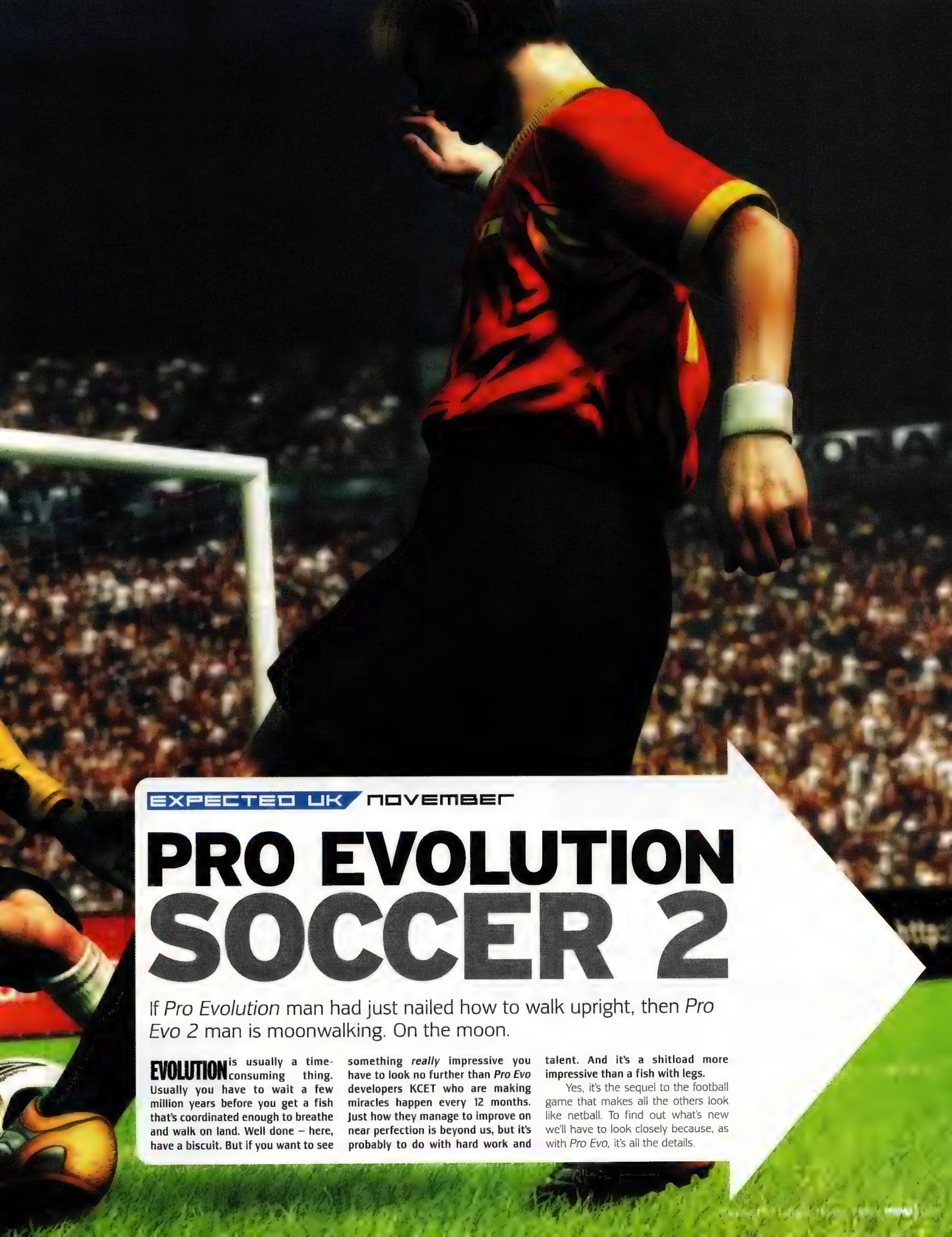
The run up to Christmas, as far as the publishing houses are concerned, is about sucking cash out of the market. If they can do that by duping a few of you into buying shoddy products, trust us, they will. So once again here's our rule of thumb. If you haven't seen it here in previews or over in reviews, don't buy it.

PSM2 says, be smart, stay wealthy... **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.



EXPECTED UK NOVEMBER

PRO EVOLUTION SOCCER 2

If *Pro Evolution* man had just nailed how to walk upright, then *Pro Evo 2* man is moonwalking. On the moon.

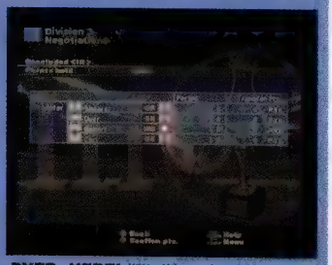
EVOLUTION is usually a time-consuming thing. Usually you have to wait a few million years before you get a fish that's coordinated enough to breathe and walk on land. Well done – here, have a biscuit. But if you want to see something *really* impressive you have to look no further than *Pro Evo* developers KCET who are making miracles happen every 12 months. Just how they manage to improve on near perfection is beyond us, but it's probably to do with hard work and talent. And it's a shitload more impressive than a fish with legs.

Yes, it's the sequel to the football game that makes all the others look like netball. To find out what's new we'll have to look closely because, as with *Pro Evo*, it's all the details.

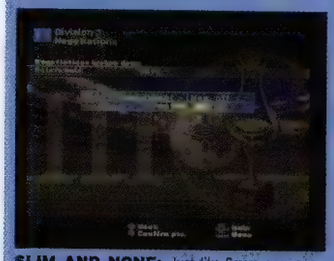
SWAP YER TWO BRYAN ROBSONS

1

WAGE AND ONIONS: Wages are coloured coded. Go for the cheap white text.

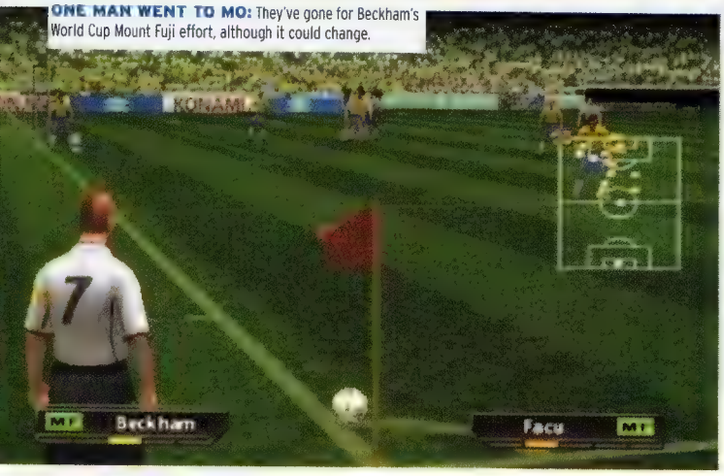


DYER HERE! With this system you can get many familiar faces on board in a very short time.



SLIM AND NONE: Just like Spurs, you can attempt to get the world's best players – and fail.

SHE-RAH: Those players who are in international teams are free agents, and very cheap.



ONE MAN WENT TO MO: They've gone for Beckham's World Cup Mount Fuji effort, although it could change.

YOU CAN'T WIN THE LOTTERY...

2 **...unless you buy a ticket! Wise words indeed from tactical genius Kevin Keegan. Because if you find that you're stuck on the edge of the area you'll have to try your luck from long range. It's not as easy as before, as those sweet spots where you'd score from certain angles seem to have completely disappeared.**

GRASS KISSER: Shots are best under hit, as they'll keep low and angle towards the corners.

SPAIN AND SUFFERING: Move the strikers just away from the crossed ball and you'll be able to execute a flashy volley.

SNAPPY-GO-LUCKY: The areas are often very crowded, so don't take a touch – just shoot.

A FAIR DEFLECTION: The ball physics are excellent, so you'll score with a few deflected shots.

There's a few cosmetic differences, with the players appearing much more rounded and cuddly than before. That, combined with a number of tidy new animations which make it easier to shield and receive the ball, means there's definitely a more comfortable and solid feel to the game.

Now when we got our hands on *Winning Eleven Six* (*Pro Evo 2* in Japan) it was immediately apparent that it was far easier to dribble with the players than it was in the first *Pro Evolution*. It was obvious it was something KCET had worked on, as each player had a new animation where they rolled the ball sideways with the sole of their foot.

That hasn't made *Pro Evolution 2* for some reason, but this doesn't affect the ease with which you can wriggle through defences. By keeping the ball close to your players' feet, and choosing acute running angles, you can draw opponents into a tackle then dance past them with ease. This means that strikers are less dependent on crosses and through-balls, as they can carve out their own chances. Also it adds an extra dimension to powerful midfielders like Gerrard and Viera, who can burst forward from their positions, and provide more space for the strikers. Overall it provides a broader range of options when on the offensive.

"YOU CAN DRAW OPPONENTS INTO A TACKLE THEN DANCE PAST THEM WITH EASE"

Consequently defending becomes a greater test of patience and perseverance. If you simply try to run into the player in possession, which was the most effective way to tackle in the previous game, the strikers will skip past with a wink and a smile and be clear on goal. Now it's best to simply track the opposition, cutting off the most direct path to goal and wait till you have strength in numbers to crowd out and smother any danger. It's during these cosy jostling moments that defenders with greater strength come into their own, which means Happy Shopper-slow stoppers like Hyppia and Blanc are able to cope with Scalextric-quick strikers like Owen and Vassell.

With defences playing noticeably deeper, you often find the play congests around the trim of the penalty area. Where *Pro Evolution* often came down, was when it tried to unleash your strikers from the halfway line. Now there's more emphasis on trying to find the impossiball that gives your attacker a snapshot opportunity in a densely populated box. A real test for those blessed with a true footballing brain and a sensitive caress.

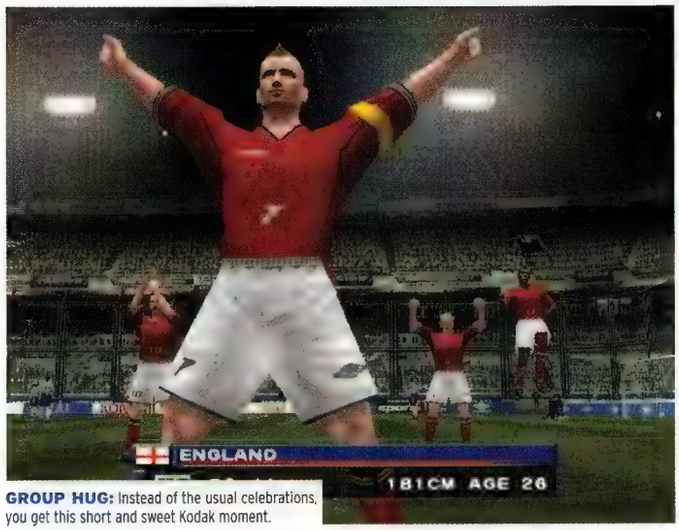
It's not just the gameplay that seems more complete and flexible, as the presentation has a much more wholesome feel. There's the Master League which feels much more like the heart of the game rather than a clever after-thought, sexier camera angles which give the viewpoint more of a TV sheen, and a comprehensive training mode that comes complete with minigames. But it's the tiny details that make it much more user friendly, such as the ability to switch off the opening sequences, the fact that you don't have to load up the

TREE'S A CROWD: Just when you start to get cocky, a tree jumps out from nowhere...

FIXTURE CONGESTION

3 As there's far fewer teams in the Third Master League Division than the top two, just as you'd expect, your first season will finish much earlier. But just to keep you busy till the other clubs have finished playing, there's the humbly entitled Tiny Cup to play for, and then – of course – the all-important promotion play offs.

OWEN, OWEN GONE: The Boy Wonder scores just when it counts to bring the Tiny Cup home to Europort.



GROUP HUG: Instead of the usual celebrations, you get this short and sweet Kodak moment.

MAZY LIKE SUNDAY MORNING

4 Those who don't necessarily agree with the notion that football is a team game should get immense satisfaction from *Pro Evo 2*, as it's much easier to run with the ball. There's not many new tricks in there, but it's far easier to change direction while at full pelt.

JINKIN' PARK: Not bothering with the dash is the best way to weave past an opponent.

SHIMMY HENDRIX: Come off the D-pad and your player will edge on, in full control of the ball.

GERRARD TARGET: If you've got the ball at the right angle, you can breeze through the midfield.

Formation screen to change free-kick takers and the way you can now stock your current line-up as default in a instant. All comforting signs that Konami aren't relying on *mere* gameplay to impress us.

Pro Evo 2 also marks the end of Chris James and Terry Butcher and their obsession with players' heights and "wind that shoots". This would be a cause for a shirt-over-the-head celebration if it wasn't for two reasons – namely Peter Brackley and Trevor Brooking. Now, while both are respected figures in the world of footy media, their performance in *Pro Evo 2* doesn't do them justice.

Brackley must be reading from a script. He sounds like this is the first game he's ever seen when he comes out with such astute observations as, "ooh, they're really going for that ball" and "it's a jumping header!" Then Brooking chirps up with such sour comments that he must have been sucking lemons. Surely some hasty editing will be done before release?

Another negative is that none of the club teams have the correct names. We're quite used to Arsenal being called London for licensing reasons, but now it's all gone a bit surreal. Man Utd are now called 'Aragon', West Ham is now 'The Lake District' and Aston Villa are, of course, 'Dublin'. While you can alter the name in the Edit mode, you still have Peter Brackley proclaiming 'Europort' as Master League Champions instead of Liverpool. Odd.

But, hey, lets not rain on Konami's parade, as it's their ball and we don't want them to take it home in a huff. *Pro Evo 2* is shaping up to be the game we hoped it'd be. And then some... **PSM2**

Pro Evo 2 hits the shops in November. Look out for

TURN, BABY, TURN: It now takes only one touch to control and turn. Handy in the penalty area.

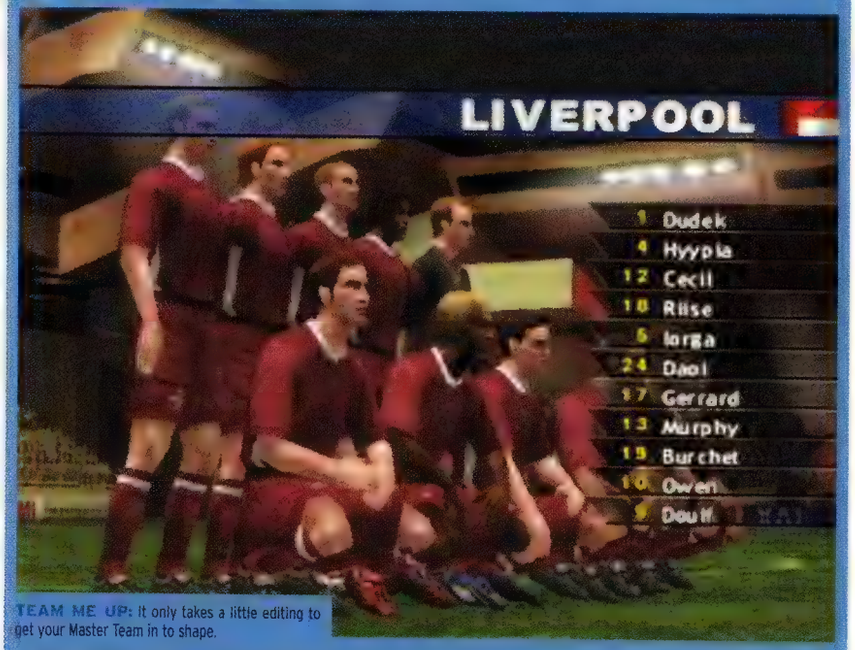
MORE PRO EVO 2 OVER THE PAGE...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

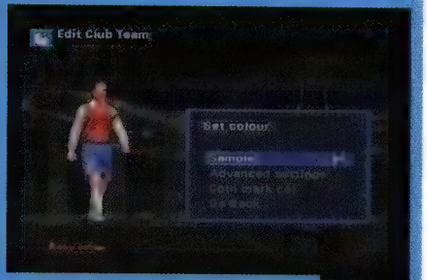
UP THE EUROSPORTS!

5



TEAM ME UP: It only takes a little editing to get your Master Team in to shape.

FLAGGING FOR IT: First up, make sure your team's emblem is just how it should be.



KIT HITS THE FAN: Most of the teams are using last season's kit designs, so update them.

SOCK THE AFFLICTED: You can alter every bit of the get-up, down to the last detail.

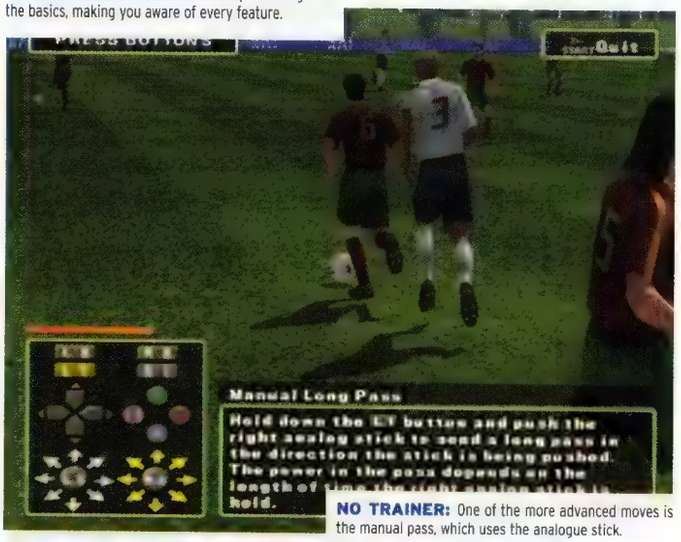
DVD ACTION
Head straight to this month's disc for a world exclusive blast of pitch-burning *Pro Evo 2* footage.

IT'S TRAINING MEN: It'll take you through all the basics, making you aware of every feature.

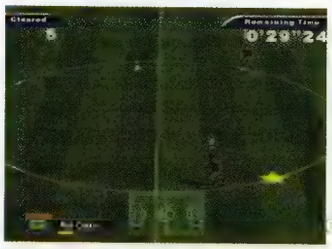
THE SIMPLE GAME

6

While many gamers (and we include ourselves in that generalisation) are old hands at *Pro Evo*, there's a new comprehensive training programme that's worth a look at to make sure you know every possible trick. There's even a bunch of minigames, which are the perfect opportunity to hone and tone every aspect of your game.


Quit
Manual Long Pass
Hold down the L1 button and push the right analog stick to send a long pass in the direction the stick is being pushed. The power in the pass depends on the length of time the right analog stick is held.

NO TRAINER: One of the more advanced moves is the manual pass, which uses the analogue stick.



MICHAEL TRAIN: Once you've got the hand of each skill, you can test it with a minigame.

BLOCKED TRAIN: You're then awarded points for each challenge, which gradually get harder.

HANDS-ON VERDICT

7

Once you've played this, there's just no going back to the original *Pro Evo*, mark our words. Number two makes the original seem stifled and predictable in comparison, mainly due to the sharp movement during passing and the ease with which the players can dribble. The fact that players recover almost immediately from challenges means that tussles for possession are now much more intense, and the whole flow of the game is that much quicker than before.

Never fear, though – old tactics do still work, but as the players are able to do more in this version, you'll never get comfortably reliant on scoring a certain goal in a certain way. If there's anything that could be improved on, it'd be the crosses, which still loop in from the sides rather than coming in at any real pace. Other than that we're very happy indeed.

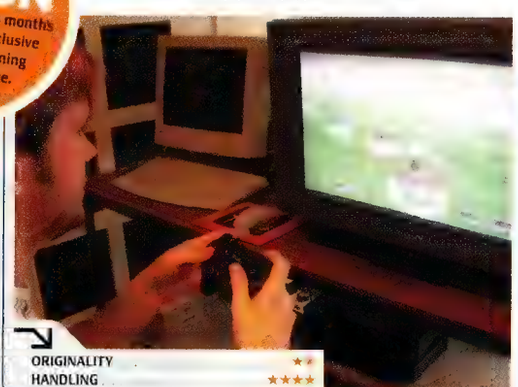
And smug.

You'll love this because

You're a sophisticated gamer who recognises quality.

You'll hate this because

You also hate life's other joys, like puppies and Christmas.



ORIGINALITY	★★
HANDLING	★★★★
PRESENTATION	★★★★★

PRO EVOLUTION SOCCER 2

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

- Live commentary
- Master League
- Complete with transfer negotiations, free agents, contracts and player ratings
- All club teams
- All international teams
- Some extra cool surprises

WHERE IT'S AT...

- Konami

With astonishing powers and abilities, there's only one team to guard a future without fear

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DVD VIDEO

TRIBUNE ENTERTAINMENT

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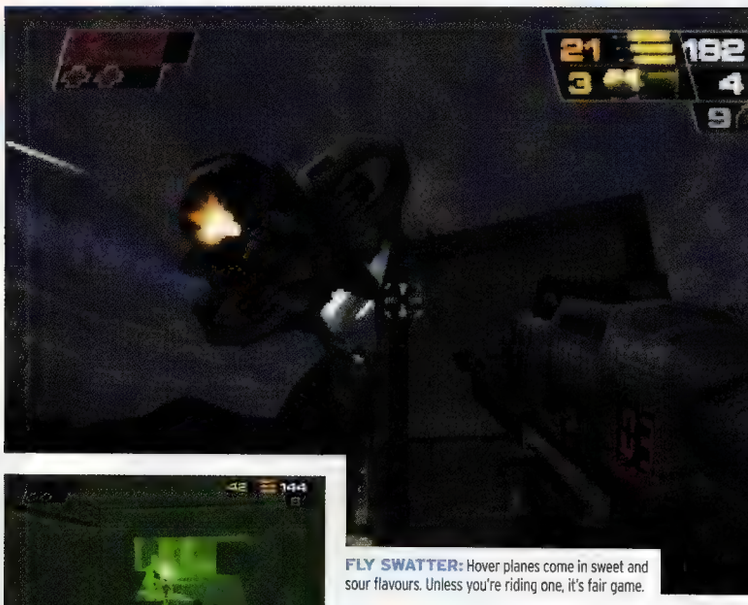
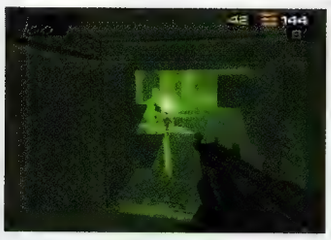
COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!





PEEK-A-BOOM: Your night-vision scope's dead handy for interior sneak attacks, but rubbish outside.

FLY SWATTER: Hover planes come in sweet and sour flavours. Unless you're riding one, it's fair game.

FLOAT MY GUNBOAT

1 At certain points in the game, you get to seat yourself behind the cannon of one of four marvellous mobile war machines (a tank, a flyer, a mech suit or a submarine). The air vehicle you can see above is piloted by your good mate Shrike, when you're a few missions into the action. Later on, and a bit further into the game, you'll find yourself riding shotgun alongside him, zipping through the city while laying big-bore siege to government buildings with the onboard minigun.

EXPECTED UK 21ST NOVEMBER

RED FACTION 2

The future's dark. The future's made up of mile upon mile of reinforced concrete. *Grey Faction*, anyone?

LET'S scotch one myth once and for all. **Deformable terrain is a nice element, but it doesn't *make* the game. Don't get us wrong, blowing out lumps of concrete is fun. It's good to look at, it adds something to the depth of the experience, and can even help you to gain a tactical advantage, in places. But you wouldn't buy the game chiefly because of it, would you?**

So let's just put the GeoMod hype on hold for now. It didn't have any real bearing on gameplay in the one-player mode for *Red Faction* and, as a result, it's been reigned in to just a handful of blazingly obvious surface textures that shout "shoot me here" this time round.

So let's get down to brass tacks. The first thing to grip you is just how grey the whole experience is. The colouring's drab, which hardly makes for dynamic visuals even when the blinding muzzle-flares kick off. But, in some respects, it's made up for by the complexity of the environments – every level's a sprawling, if rather underpopulated, sci-fi world.

LEAD CASE: Don't give up, only a hundred rounds to go before he snuffs it.

DVD ACTION
Follow Alias on this disc as we steer him through a mission that sees him rescuing hostages from an occupied TV station.

As for the movement controls, they give the sense that you're sliding rather than running, which we're none too sure about.

Other than that, everything's fair and square. Combat pounds along at a fair lick, there's a decent selection of thoroughly noisy weapons, and the occasional scenes in which you man vehicles make for some engaging diversions. Ultimately, at this stage though, it's looking like competent, bread-and-butter shooter. Nothing more. **PSM2**

Red rum? Find out next issue.

"DON'T GET US WRONG, BLOWING OUT LUMPS OF CONCRETE IS FUN"

HANDS-ON VERDICT

2 We're never happier than when we've got 20 kilos of rapid-firing street sweeper in our mitts. And yet, *Red Faction 2* left us a little nonplussed. By their very nature, first-person shooters are repetitive, so there needs to be something to draw you on; an original concept, or the promise of something more. We were hoping that the inclusion of six NPC characters to assist Alias would at least lead to some interesting command elements, but no. Instead we get to plough through the levels, we get to open them doors, while all the time we struggle with the pervading sense that we've done it all a million times before. Which, to a certain extent, is fine – as long as pure combat to the exclusion of all else is what you're up for. Just don't expect it to engage much more than your reactions.

You'll love it because...
You like your shooters built round a gripping plot.

You'll hate it because...
GeoMod really doesn't ring any bells these days.

ORIGINALITY ★
HANDLING ★★★
PRESENTATION ★★★

RED★FACTION II

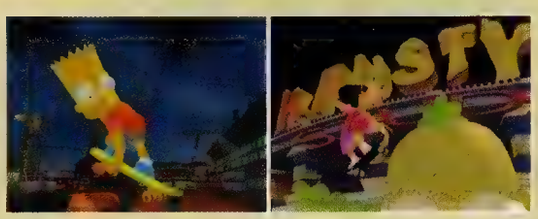
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- Deformable terrain – why aren't walls when you [illegible]
- Lance [illegible] be arranged for Lance. Not only is he voicing *RLH* and Stitch [illegible] he comes [illegible] as well. Fourth is [illegible]
- [illegible] multiplayer [illegible]
- USB keyboard and mouse [illegible]

WHERE IT'S AT...
- [illegible] and [illegible] [illegible]

SHRED THIS!

MATT GROENING



PlayStation.2

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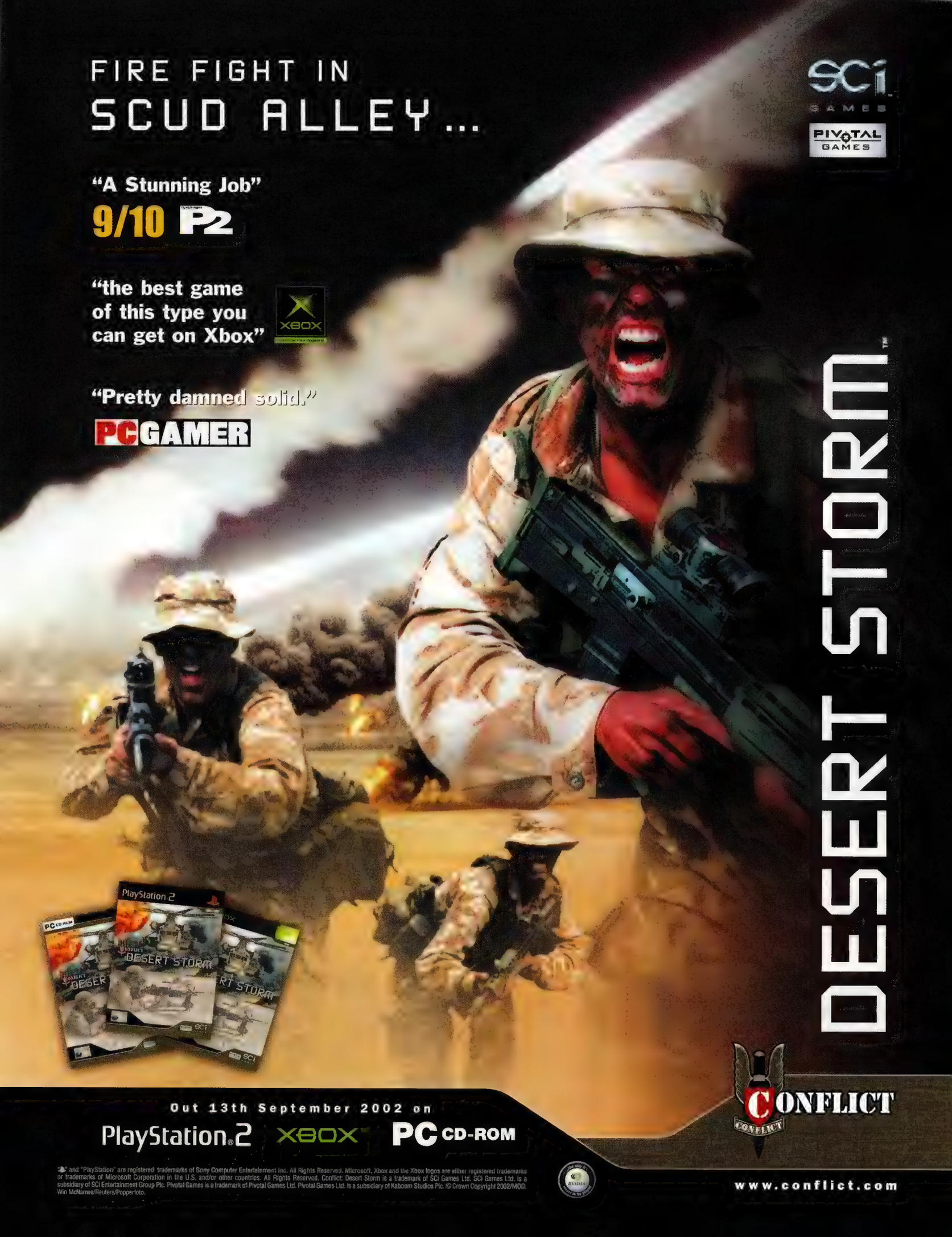

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LILO AND SKITCH: Pushing ↑ to start makes it fiddly to work car-grabs into a fluid combo.

FLAT BOY DIM: Bam Margera of the Jackass crew shows off the easier flatland moves.

EXPECTED UK 29TH NOVEMBER

TONY HAWK'S PRO SKATER 4

1 One immediately noticeable change in this version of *Tony Hawk* is the ease with which it's possible to do flatland tricks. Previously available only as special tricks or to street specialists like Dan-fave Rodney Mullen, they're now accessible simply by jabbing ←+◎ during a manual roll. Similarly, modifiers are just another button tap away, meaning that it's possible to switch from, say, a Pogo Hairbrush to a Truckstand flip. It's a similar system to the flatland-obsessed *Hoffman's*, but instead it meshes seamlessly with the vert-heavy nature of the early levels. It's a little easy to chain Rail Flips together at the moment, mind.

DAME JUDI BENCH: This is the inline skater bit - note the fetching stetson we've given Tony.

It's all hands on deck – get yourself ready for another combo-obsessed Christmas.

THOSE kids in the Nickelback hoodies clattering about the shopping centre, they don't seem that concerned about time limits, do they? It's all part of skater culture – periods of lethargy interspersed with enthusiasm. Lovely way to spend a Saturday afternoon. Almost zen.

This is the beauty of *Hawk*'s new system. The ticking clock's dispensed with – at least until you take on one of the new challenges, at which point it's back to familiar frenetic skating. Early challenges are almost insultingly simple – designed to acquaint newcomers with wallrides and reverts – but with about 40 in each level, things quickly toughen up. Sick Scores, Competitions, collecting SKATE letters and impressing photographers is expected, but other new challenges move things on.

THPS2's Gap List returns, ensuring that you'll be looking out for every possible hop between two buildings, planks or wires to tick off your scorecard. There's also a new high-score system, which is reliant on performing combos across certain areas, like the college's river section. Other challenges have a more Jackass-style edge – chat to an inline skater, for instance, and he'll challenge you to a slalom street-race. We've fed seals, played tennis, combo-slapped American footballers and outpaced security guards – it's brilliant fun.

In one section, there's even an homage to *GTA*, as you cling Marty McFly-style to the back of an escaping kidnap-wagon, the camera switching to a bird's-eye view. Top stuff, which you can't do outside McDonalds with your Slipknot-loving mates. **PSM2**

You've only got to wait until the end of November...

DVD ACTION
Check out Tony's Switch Foot Pogo on issue 27's disc – and be here for more next month...

HANDS-ON VERDICT

2 Dismissing our early reservations, the meandering new style's an improvement, mirroring the calming feel of skating aimlessly about for extended periods of time. The implementation's crucial – the option to instantly retry your last challenge eliminating the tedium of trekking back to a restart point. In control terms, less has changed. Manuals and reverts were evolutionary leaps – spine transfers and skitching are novel extras. It's also slightly easier to balance grinds and pull off flatland combos, though that could undergo tweaking before the final game arrives. A shin-splintering assortment of new bails complement improved animations – everything's been buffed to absolute perfection. Difficult to see where they'll go in the next one, mind...

You'll love it because...
It's a control-perfect classic given a shiny new set of trucks.

You'll hate it because...
You don't want iterations of the same game for the next 13 years.

ORIGINALITY ★★★★☆
HANDLING ★★★★★
PRESENTATION ★★★★★

INFO
DEVELOPER
PUBLISHER
GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK 6TH DECEMBER

VEXX

Vex *vb*. Cause to feel annoyed, worried or angry. Never has the OED been more on the money...

PSM2 FIRST PLAY

AS YOU KNOW there are a couple of fundamentals of platforming that should never be screwed with. You *must* motivate the player with eye-catching things to collect, have a lead character you can identify with, and always include a double jump on the primary action button.

While *Vexx* obeys two of these rules, it decides to break the third. Hit ⊗ and the vampiric little jumper does what you'd expect. Hit it again and... nothing. It'd be OK if the gaps never stretched beyond a single jump, but they do and the only ways you can pull off longer leaps is to shift to ◻ after the first jump or go for a L1/⊗ combo. So you can see, from the off, *Vexx* has done little to endear itself to us, and that's before we mention the problems of a camera that opts for just about any angle other than the one you require.

But let's not be too hasty. Let's shelve the knee-jerk frustration and have a look at the things that Vexx does well. The inclusion of combo-based combat is an interesting one that gives you multiple options when squaring up to enemies. The most satisfying of these moves is the uppercut that allows you to launch a local bad 'un into the air. Follow it up with a flurry of blows and the guy's history before he hits the deck – pity the framerate doesn't bear too close a scrutiny during the attack, though...

"VEXX HAS DONE LITTLE TO ENDEAR ITSELF TO US, AND THAT'S BEFORE WE MENTION THE CAMERA"

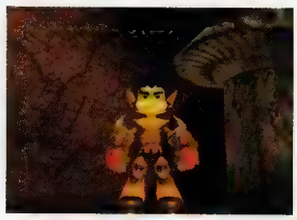
Another feature that initially drew us in was the difficulty of the thing. *Vexx* is tough and, to start with, we liked the idea of this. Then we realised that the reason we were dying repeatedly wasn't just down to the gameplay being nails: there's the shitty camera, platforms that vanish without any warning and the agony of having lives leeched off you by enemies with projectile weapons.

Maybe it'll improve but, with six other platformers also coming out, *Vexx* is going to need a miracle if it hopes to compete. **PSM2**

Divine intervention? Find out when we review Vexx next issue.

SPIN HITTY: Slap ⊗ repeatedly once they're in the air and you'll finish them off before they touch down.

CLOT ON THE LANDSCAPE: Instead of orbs, you have to collect these spinning blood cells called Shards.



CRYING SAME

1 All the old elements dressed up in new clothes? Sadly yes, but at least a few of the features – like the dynamic lighting effects and gravity sensitive platforms – do their best to take platforming on an occasional detour from the norm.

PROBLEM WILD: Some of the platform runs are so close to the knuckle they'll make you sweat.

HANDS-ON VERDICT

2 Just remember folks, if the bad guys don't get you, the camera eventually will. How many times have we said this about a platformer? And how many times have we been handicapped by the same 'one pint too many' outlook on the world around you? It's broken, it's wrong and it's done nothing but made us want to snap our pads in half and use the jagged shards to slash our wrists. Forget creatures that can alter the passage of time, forget jumping sections that make you catch your breath and forget being chased about by huge beautifully lit rolling balls. If this integral feature isn't in place, the rest is just a waste of effort. So, if there's one thing the development team should concentrate on between now and review it's this.

You'll love it because...

You've run out of nipple clamps and are looking for some added pain.

You'll hate it because...

Life's too short to get involved with anything but the best platformers.

ORIGINALITY ★★

HANDLING ★

PRESENTATION ★★

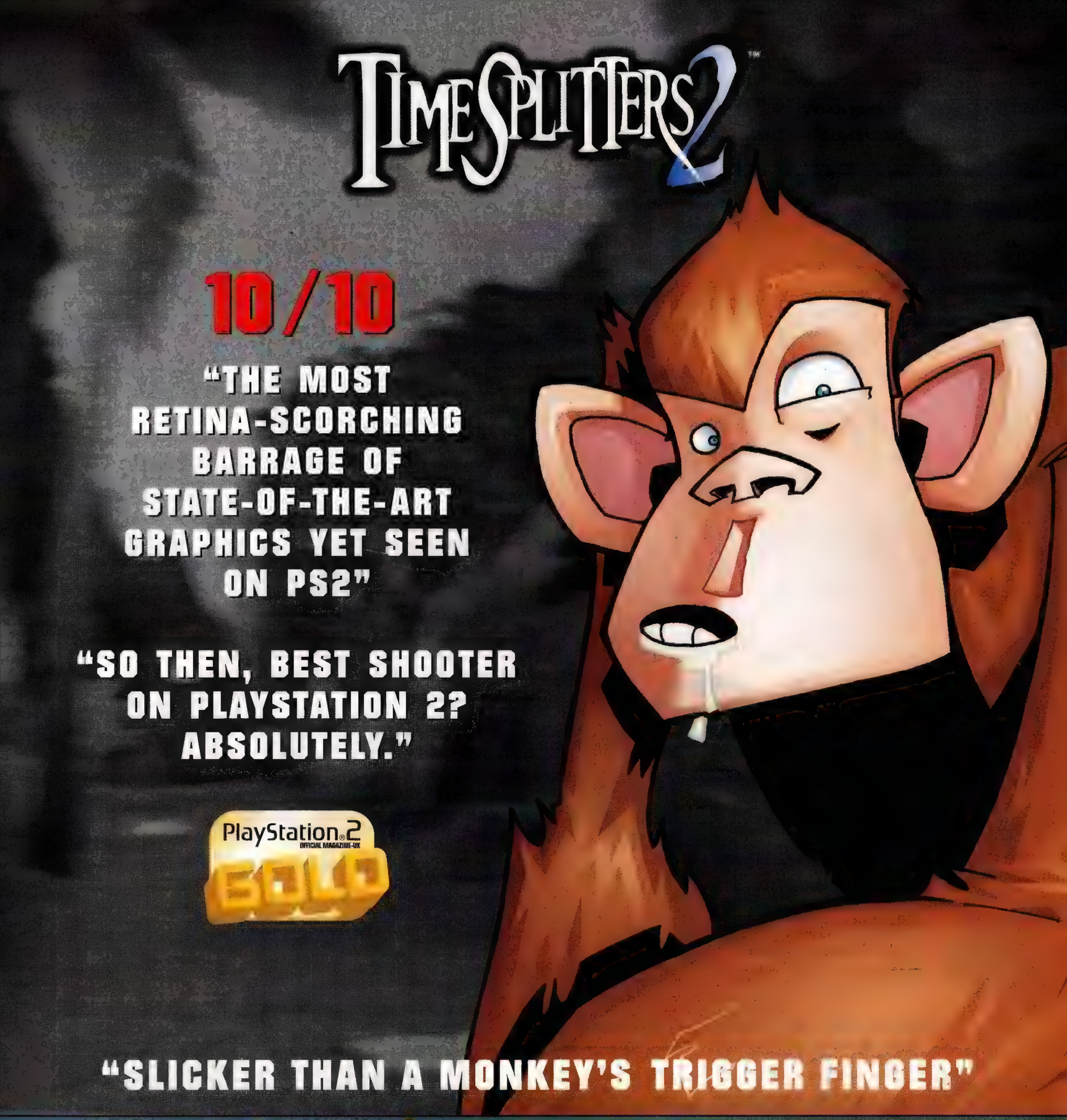
INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

TIMESPLITTERS 2



10/10

"THE MOST RETINA-SCORCHING BARRAGE OF STATE-OF-THE-ART GRAPHICS YET SEEN ON PS2"

"SO THEN, BEST SHOOTER ON PLAYSTATION 2? ABSOLUTELY."

PlayStation 2 OFFICIAL MAGAZINE-UK GOLD

"SLICKER THAN A MONKEY'S TRIGGER FINGER"

OUTNUMBERED BUT NEVER OUTGUNNED

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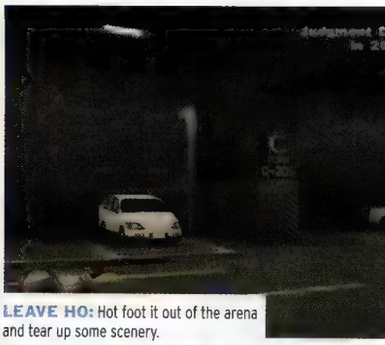
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK 1ST NOVEMBER

RUN AWAY!

1 It takes a brave person to face the wrath of a 20-stone wrestler with bad hair and a headache, and sometimes the best way to shake off a recent battering is by regrouping. If you fancy legging it, oh cowardly one, there are plenty of ways to do it with a modicum of style at least and earn yourself a decent breather in *Shut Your Mouth*.



LEAVE HO: Hot foot it out of the arena and tear up some scenery.

BIKE MY ASS: Goldust makes a cheeky escape on the Undertaker's bike.

WWE SMACKDOWN! SHUT YOUR MOUTH

The brash, bad-mouthing, blood-spitting wrestling sequel is almost here. And critics should take heed – the title says it all...

YOUR opponent drags you onto a table, ready to smash you through the inch-thick plank with an energy-sapping suplex. Just as he lifts your sorry frame, the chants of the crowd rouse you, your muscles flex and you attempt the reversal. A split-second later you're lying on the canvas, shrouded in splintered wood. Through punch-swollen eyes you see the WWE championship belt glinting.

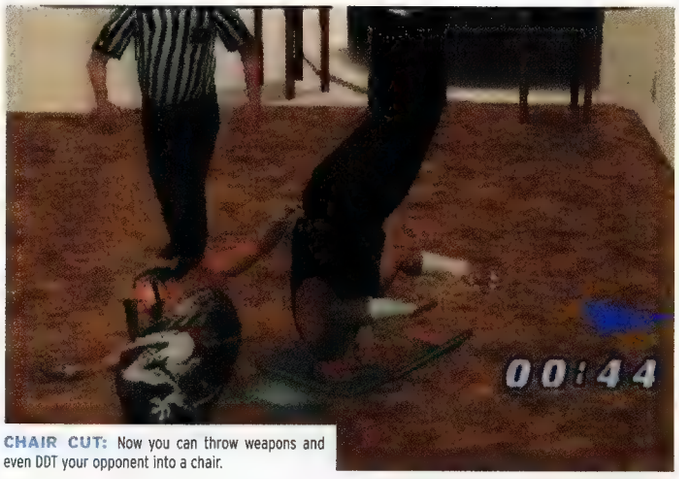
PSM2 UPDATE

"SYM IS A CLASSIC AMERICAN SEQUEL. ALL THE FAMILIAR ELEMENTS OF JUST BRING IT RETURN"

You've won the title and, better still, earned the right to face your mate and bawl "Shut your mouth!" into his stupid face. *Smackdown* is back.

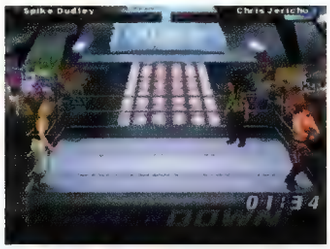
Back with a great big metal-chair-driven-through-a-wrestler's-skull bang, at that. In fact, *SYM* is a classic American sequel. All the familiar elements of *Just Bring It* return, this time hollered through a megaphone, not just a microphone. More moves, more Create a Superstar options, more match modes and a few new elements mix up your sofa-bound battles to create a potentially refreshing wrestling experience.

The core gameplay remains the same, with familiar controls and bouts punctuated by ultra-dramatic moments as the door-frame dwarfing superstars lock up and unload with a repertoire of punches, throws and easily-landed counter moves that'd put Bruce Lee to shame. Spoddy factors, such as the inherited library of animated trips, shoves, drop-kicks, Camel Clutches and Full Nelsons, provide a great platform for a title which adds another ton of superstar-specific manoeuvres and extra attacks. Your matches will be more varied than ever as you exploit new areas of scenery (such as the ring trim) that can be used as starting points for your aerial attacks. In backstage areas you'll also find fixed ladders fully working fire extinguishers – a good thing.



CHAIR CUT: Now you can throw weapons and even DDT your opponent into a chair.

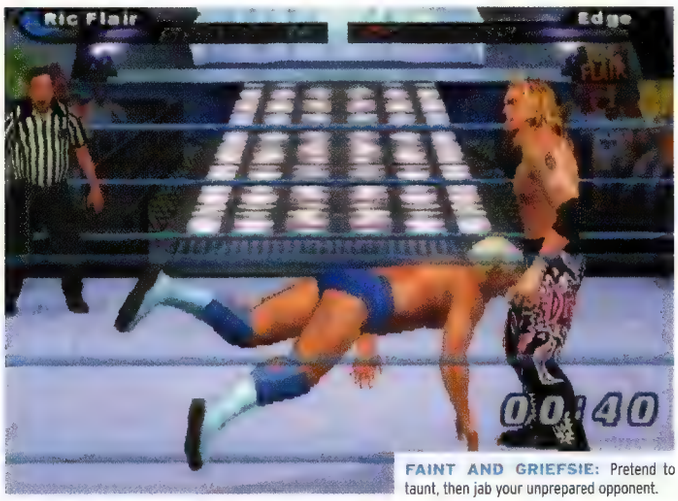
Unlike other wrestling offerings, where three successive neck chops and a Body Slam might be mixed up with a Clothesline at best, in *SYM* you can rake your opponent's face across the cage, power slam them out of the ring and through a table, clasp their



TURN, BABY, TURN : Slip the padding off the turnbuckles to give your rivals a headache.

PLAYING DIRTY

2 **Just like the real thing, *Shut Your Mouth* doesn't confine your superstars to the restrictions of those stuffy old wrestling rules. If things aren't exactly going according to plan, you can bust some truly despicable moves, all in the name of sweet, sweet, ill-gotten victory. Happily, the chances of disqualification are non-existent, but don't expect your mates to appreciate your underhanded tactics. Now, shut your mouth and check out our sordid playbook...**



FAINT AND GRIEFSIE: Pretend to taunt, then jab your unprepared opponent.

TWO'S LAUGHING NOW: Clamber into the ring to launch a devastating double team manoeuvre.

REF JUSTICE: KO the referee, then batter your opponent outside the ring.

YOU RUNG, M'LUD? Pick up the scenery. Give yer mate a facelift.

neck in a sleeper hold and then double stamp on their face as they fall, within the space of 20 seconds. It's this feeling of liberty that helps you to forget minor niggles, such as the difficulty in shifting your attention between opponents – a factor still not fully remedied from *JBI*, if this preview code is to be believed.

That's not the only bit that's rough around the edges either. The sound seems meatier, and your contacts with other wrestlers more damaging, though the physical interaction between all wrestlers is still not ideal. ("Ohmigod, he's put his hand through Stephanie McMahon's throat and then stamped on an invisible forcefield three inches above her back.") There's still time to improve that for the PSM2 review.

One of the greatest single advancements on the action of *JBI* is in the play-by-play commentary. Last time it was rubbish. This time it features JR and Jerry Lawler. But at the minute the, er... levels need optimising... It sounds like JR's in a ▶

PERFECT TEN

3 [redacted]

HULK DISCOUNT: Hollywood Hogan returns with his Atomic Leg Drop.

GOLD AS THE HILLS: Goldust cracks skulls with the Shattered Dreams and Curtain Call.

VAN CLUB: Rob Van Dam's kung fu special is the Five Star Frog Splash.

STORM IN A D-CUP: Beware of Hurricane's Hurri Chokeslam and Eye Of The Hurricane.

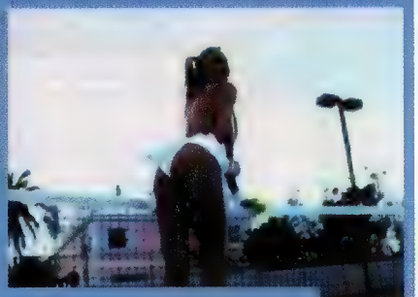
LIONEL FLAIR: Elderly grappler Ric Flair deploys the The Ric Flair Special.

FAAROOQ IN HELL: The Booker T Special and Book End will floor the beefiest of rivals.

BROCK 'N' ROLL: Lesnar pulls the F-Five and finishes with a Double Power Bomb Pin.

SHAWN COCKTAIL: Shawn Michaels lands the Sweet Chin Music and Diving Elbow Drop Pin.

TORRIE PARTY: Torrie Wilson elects to use the Women's Special Slap and Diving Reverse DDT.



SHOEING BUM: Stacy Keibler's special move is a little odd... Diversionary tactics, maybe?

THE VERDICT

The eagle-eyed among you will have noticed that most of the new wrestlers are young pups. That's because Mr McMahon is building up a batch of young 'uns to rule the roost in years to come. The question is, where do Hollywood Hulk Hogan and Ric Flair fit into this theory? And how long before Jake The Snake returns? Guess we'll just have to make do with a collection of bad asses and stunning women.

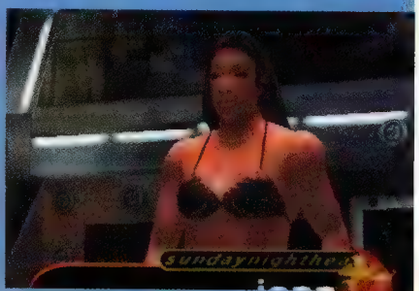
RE-STRUNG DIVAS

4

LASS OOOH: Trish Stratus fiercely dishes out hefty blows, despite her diminutive size.

WILSON FILLET: Torrie Wilson flashes her rear with as much subtlety as Stacy Keibler.

YOU'RE CHOKING? Stephanie McMahon is portrayed as a businesswoman, but fights dirty.



SAX MACHINE: Jazz sports skimpy clothing, but she's buffer than most male rugby players.

BISH BASH POSH: Win a belt and you can choose from four unlocks, such as extra kit for Regal.

►bath, under the water and behind a locked steel door, while the King's breathing in your ear.

Naturally, Publishers THQ are trumpeting a string of visual tweaks too. Better hair (big wow), footprints in the snow (amazing), jazzier fireworks (shit the bed...) possibly aren't impressive individually, but taken together, they make for a far better-looking game than *JBI*. Other touches, such as the set-piece wrestler-specific animations (Hulk Hogan now wags his finger disapprovingly, for instance) help you get under the skin of your chosen wrestler.

For a real sense of warmth it's best to create your own superstar, of course. Mercifully, the single-player mode has undergone a revision, but only review code will reveal whether this has been successful. You can now play two seasons and start your wrestler at the bottom of the heap. *Shut Your Mouth*, on the other hand, already looks like a champion. **PSM2**

SYM is out in November – definitive review next issue.

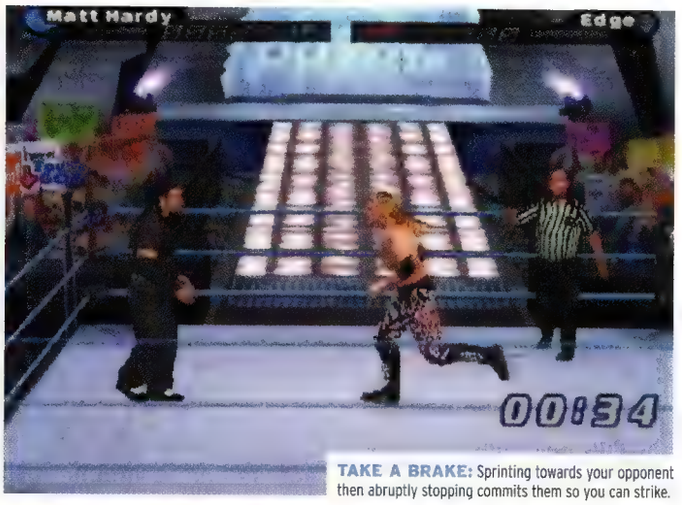
DVD ACTION
Sadly, *Shut Your Mouth* isn't featured on this month's disc. But, as ever, keep your eyes peeled next month...

HOGAN'S RUN: A timely press on a direction and ⓞ let's you dodge a move and counter.

TACTICAL KNOCK OUT

5

Like boxing, fishing and other such oft-maligned pastimes, wrestling for real can be extremely tactical. And when you get six mates jammed around a PS2, there's absolutely no question of match fixing or fakery – more's the pity – and everybody is desperate to win. So, if you're playing fair, how the hell do you gain an edge over your fellow fighters, when the only goal in mind is complete victory? Here are a few PSM2 pointers...



TAKE A BRAKE: Sprinting towards your opponent then abruptly stopping commits them so you can strike.

DOPE ON A ROPE: A few blows near the ropes will tie your rival up, so you can go to work.

MIX FLEETWOOD: A varied attack lowers your rival's chance of predicting your move and blocking.

HANDS-ON VERDICT

6

Cheesy as it sounds, grapple fans, no two wrestling matches are ever the same in *Shut Your Mouth*. An orgy of animations and location-specific manoeuvres make for genuinely thrilling and varied matches. The wealth of non-combat animations, down to the stance of certain wrestlers, or the shape of their body as they wearily suck up oxygen combines with a smattering of voice acting to bring more life to the superstars than ever.

The game's shaping up to be a real improvement on *Just Bring It*, even down to stuff like faster loading times. How much does *SYM* improve on *JBI*? We won't know now until next issue's review, and we can't wait. Look out for issue 29 for the most in-depth playtest of what looks to be a real winner at first look.

You'll love it because...
Everything that made *JBI* a winner first time round is included, but it's all so much bigger and better.

You'll hate it because...
Everything that made *JBI* a winner is included, but there's not a whole lot more to get to grips with.

ORIGINALITY	★★
HANDLING	★★★★
PRESENTATION	★★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

Be Legolas. Be Aragorn. Be Gimli.
Be transported to the fabulous world of Middle Earth.
The adventure begins 8th November.
THE LORD OF THE RINGS
THE TWO TOWERS
PlayStation.2
NEW LINE CINEMA
EA GAMES

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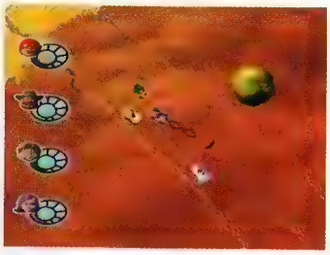
PECKING HELL: Huge creatures prowl the track waiting to hinder your race. Keep well away.



CORE GAMEPLAY: The fast-paced feel is there, but there aren't enough innovations for our liking.

MICRO FIGHT

1 Although shunting your opponent off the track is still by far the best tactic to use, *Micro Machines* also features weapons. By collecting tokens, a burst of flames will surge out of your tail pipe, singeing all slip-streamers, or an extendible boxing glove will attach itself to your bonnet, battering anyone who cuts you up. Sadly though, these weapons are the same for everyone – a serious oversight when you've got eight characters from different backgrounds just gagging for their own arsenal.

MICRO MACHINES

Back from the brink of death comes one of the best-loved multiplayer experiences of all time...

JUST AS THE PSone began drawing its pension, Codemasters committed the faux-pas of tarnishing one of the best-loved game series' reputation for the sake of a quick buck. Sorry, but what other reason could there be for stripping the titchy cars out of *Micro Machines* and replacing them with pint-sized people?

We laughed, we cried, we moved on. But there are obviously unresolved issues still lurking that persuaded Infogrames to snap up the licence. They're attempting to restore some of the past glory that made us craggy-faced hacks say, "Do you fancy staying on for a game?" long before *Pro Evolution Soccer* was a glint in '*Seabass*' Takatsuka's eye. The new blood is called, simply, *Micro Machines* and it's very much a back to basics approach for the series.

The basic premise is still the same – pelt around a breakfast table, nudging your opponents off and getting one screen ahead to claim a point. Bag a certain amount of points and the race is yours. Simple. Also included in the package are some additional one-player modes to increase the longevity in which you win trophies and unlock extras, plus an amusing four-player tag mode whereby you must offload a bomb onto your rivals before it detonates.

Infogrames have devised a new cast of characters, each with their own vehicles. But all of their vehicles handle identically, so your choice of racer will depend on whether you prefer Aussie bushmen or camp superheroes.

But with the best-selling *Micro Machines V3* being such a hard act to follow by pushing the series to its apparent limits, there isn't much on offer here to suggest that any fresh ground has been covered since then. *Micro Machines* looks destined to be just a mild distraction rather than the way of life it once was. **PSM2**

"THERE ISN'T MUCH ON OFFER HERE TO SUGGEST THAT ANY FRESH GROUND HAS BEEN COVERED"

PSM2 FIRST PLAY

DVD ACTION
Keep your onions peeled for minuscule racing action on next month's disc. We're unlocking all the best bits now...

HANDS-ON VERDICT

2 **This is just pretty much what you'd expect – a faster paced and prettier *Micro Machines* game than before. The new modes are intriguing, but only the Bomb Tag chase game really stirs up the enjoyment of old because everything else is just bog-standard micro racing with a bit of a spit and polish.**

The developer has done away with the eight-player pad sharing, but didn't see fit to introduce two MultiTaps, so only four drunken mates can indulge at once. The novelty vehicle-betting elements of *V3* have also gone – so all that's left is a straightforward racing game that doesn't take the series much further than the NES original. A bit of a wasted opportunity, that.

You'll love it because:
It's *Micro Machines*, innit? Frantic racing, underhand tactics and imaginative, oversized tracks an' all.

You'll hate it because:
It strips the best bits out of *Micro Machines V3*, cruelly discards them and replaces them with more modes – which will only get it so far.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★

MicroMachines

INFO
- DEVELOPER: Sheffield House
- PUBLISHER: Infogrames
- GAME TYPE: Racing

ANTICIPATED FEATURES
- Four-player simultaneous play.
- Five different modes to conquer.
- [illegible] levels.
- Eight all-new characters.

WHERE IT'S AT...
- All the tracks, characters and vehicles are in place and each of the modes seems complete – the only clue that suggests it's still got some development to go is that it's prone to crashing and the sound is a little disjointed in places.

IMAGINE A GAME THAT IS ALL GAMES...

one hero, endless adventure, infinite possibilities

BE PREPARED THIS NOVEMBER

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Traveller's Tales

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COMING SOON

ONLY IN **PSM2** – TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 GTA: VICE CITY

Surf the crime wave and grab yourself a shooter full of new shots as Rockstar 'fess up for a second month. Pg21.

2 ENTER THE MATRIX

Follow the white rabbit straight to PSM2. You know who's going to break this game to the world, don't you?

3 JAMES BOND: NIGHTFIRE

Inspector gadget? Hell, you can inspect almost everything in our seven page exclusive preview on pg25.

4 PRO EVOLUTION 2

Flick over to pg34 to find out exactly what's changed for the trans-Pacific port of Konami's beautiful game.

5 MGS2 SUBSTANCE

Over 250 bonus and VR missions, as well as five Snake specific scenarios. It just keeps on getting better...

6 COLIN MCRAE 3

Near perfect handling and growling effects. But the best rally game ever? Find out next issue.

7 TONY HAWK'S PRO SKATER 4

We were the first to preview it and now, on pg43, we revisit the Hawkster in preparation for our imminent review.

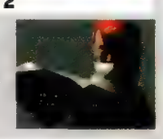
8 INDIANA JONES

What? You can use the whip to cross chasms, disarm enemies and haul them off balance? We'll buy into that.

9 RATCHET AND CLANK

Planet hopping show-stoppers square up to their biggest rival in our ritual review ducking next issue.

10 DEVIL MAY CRY 2



Lucia, we've just met a girl called Lucia... Note to selves: never ask her for a short back and sides again.

OUR LEAST WANTED

You can take your title and...

LEGO DROME RACERS

Take a sub-*Wipeout* racer, add wheels, tie it in with Lego and then hide it away from the press. Instant

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

A	AA	P	P
A	AS	P	Pz
A	Ar	R	R
B	B	RPG	RPG
B	P	S	S
First Person Shooter	FPS	Sim	Sm
Flight Sim	FS	Sport	Sp
Mech	M	Strategy	Str

NOVEMBER

Auto Modellista	Capcom	R
Barbarian	Virgin	Bt

BATMAN: DARK TOMORROW

A second outing [illegible] worse than *Vengeance*.

Big Mutha Truckers	Empire	R
Black and Bruised	Vivendi	Sp
BloodRayne	Majesco	AA
Centre Court Hard Hitter 2	Midas	S
Club Football	Codem'ters	Sp
Dark Angel	Vivendi	AA
Dave Mirra XXX	Acclaim	Sp
Defender	Midway	S
Devil May Cry (Platinum)	Capcom	AA
Disney's Treasure Planet	Sony	P
Downhill Racer	Sony	S
Dragonball Z Fighters	tbc	Bt

FIFA 2003

If it ain't broke [illegible] start again from scratch.

Frogger Classic	Konami	P
Getaway, The	Sony	R
Grappler	Midas	Bt
GTA: Vice City	Take 2	AA
Gungrave	Sony	AA
Harry Potter: CoS	EA	AA
Haven: Call of the King	Midway	P
Indiana Jones: Emperor's Tomb	Activision	AA
James Bond 007... in Nightfire	EA	FPS
Kingdom Hearts	Sony	P
Legend of Alon D'ar, The	Ubi Soft	AA
Legends of Wrestling 2	Acclaim	S
LegoDrome Racers	EA	R
LMA 2003	Codem'ters	Sm
LOTR: Fellowship of the Ring	Vivendi	AA

LOTR: THE TWO TOWERS

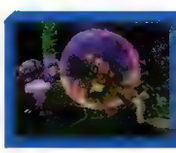
Good looks by the helmet-full [illegible] eventually grind you down.

Macken Shao	Midas	AA
Malice	Vivendi	P
Marvel vs Capcom 2	Capcom	Bt
Mary-Kate and Ashley	Acclaim	B
Micro Machines	Infogrames	R
Minority Report	Activision	AA
NBA Live 2003	EA	Sp
NHL Hitz	Midway	Sp

PRO EVOLUTION SOCCER 2

Is EA's decision to head back to [illegible] strength to strength?

Powerpuff Girls	Bam!	P
Project Zero	Wanadoo	AA
Rally Fusion	Activision	R
Ratchet and Clank	Sony	P
Reign of Fire	Bam!	S
Robocop	Virgin	FPS
Rocky	Rage	Sp
Rugrats: Royal Ransom	THQ	P
Run Like Hell	Virgin	AA
Shaun Palmer's Pro Snowboarder	Activision	S
Simpsons Skateboarding	EA	S
Sims, The	EA	AS
Splinter Cell	Infogrames	AA
Space Channel 5.2	Sony	B
Sponge Bob: The Flying Dutchman	THQ	P
Spyro: Enter the Dragonfly	Vivendi	P
Star Wars: Bounty Hunter	Activision	AA
Star Wars: Clone Wars	Activision	AS



SUMMONER 2

Queen for a day? [illegible] RPG stacked with evil.

Superman	Infogrames	AA
Syberia	Vivendi	AA
Tennis Master Series	Vivendi	S
Tom Clancy's Ghost Recon	Vivendi	AS
Tomb Raider: AoD	Eidos	AA
Tony Hawks Pro Skater 4	Activision	S
Total Immersion Racing	Empire	R
Tribes: Aerial Assault	Vivendi	AA
Ty The Tasmanian Tiger	EA	P
White Fear	Vivendi	AA
WRC2	Sony	P
Wreckless	Activision	R
X-Men: Next Dimension	Activision	Bt

DECEMBER

Alpine Racer 3	Sony	R
ATV Quad Power Racing	Acclaim	R
Battle Bots	THQ	M

BROKEN SWORD: THE SLEEPING DRAGON

As long as Revolution [illegible] heads upon arrival.

Castleween	Wanadoo	AA
Curse: The Eye of Isis	Wanadoo	AA
Hot Wheels	THQ	R
Inquisition	Wanadoo	AA
Jo Jo's Bizarre Adventure	Capcom	AA

MORTAL KOMBAT: DEADLY ALLIANCE

[illegible] us, thanks to Sub Zero's frosty new move set.

Pro Beach Soccer	Wanadoo	S
Red Faction 2	THQ	AA
Rocket Power: Beach Bandits	THQ	R
Tak: The Power of Juju	THQ	AA
Tiger Woods PGA Tout 2003	EA	Sp

JANUARY-MARCH 2003

13	Ubi Soft	FPS
Animaniacs	Swing	P
Contra: Shattered Soldiers	Konami	FPS
Ecks Vs Sever	Bam!	AA
Enclave	Swing	AA
Falcone: Into the Maelstrom	Virgin Int.	AA
Ironstorm	Wanadoo	FPS
Lost, The	Ubi Soft	AA
Metal Gear Solid: Substance	Konami	AA
Rayman 3: Hoodlum Havoc	Ubi Soft	P
Starsky and Hutch	Empire	AA
Tiny Toon Adventures	Swing	P
World Championship Snooker	Codem'ters	Sp

TO BE CONFIRMED/2003

Aliens Colonial Marines	EA	FPS
Alter Echo	THQ	AA
Ape Escape 2	Sony	P
Armored Core 3	tbc	M
Battle Engine Aquila	Infogrames	AS
Black and White	tbc	AS
Blood: The Last Vampire	Sony	AA
Bomberman Kart	tbc	R

BREATH OF FIRE 5

Seems that even the human R.O.I. somewhere in the [illegible] and now this. Decisions...

Bruce Lee	Vivendi	Bt
Cauldron	TDK	AA
Celebrity Deathmatch	Take 2	Bt
Coaster Works 2	Xicat	Str
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Cy Girls	Konami	AA
Daredevil	THQ	AA
Dark Chronicle	Sony	RPG
Delta Force	Nova Logic	FPS
Devil May Cry 2	Capcom	AA

DEAD TO RIGHTS

Another (kerr-chine) [illegible] We shall see.

GTA VICE CITY

ROCKSTAR

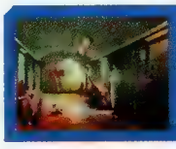
You're still unearthing stuff from *GTA3* for our Pro Dojo section, which is testament to just how much work went into its construction. Same level of detail in half the production time? Here's hoping...

Die Hard	Vivendi	FPS
Dinotopia	TDK	AA
Dinoz	Vivendi	Sp

DISNEY ALL STARS

Konami have proven their [illegible] But a kickabout that includes [illegible] and power-ups? We'll see.

Doctor Muto	Midway	P
Dragon's Lair 3D	tbc	AA
Dredd Vs Death	Vivendi	AA
Driver 3	Infogrames	R
Duke Nukem Forever	Take 2	FPS
Dungeons and Dragons	Infogrames	AA
Everquest	Sony	RPG
Evil Dead; Fistfull of Boomstick	THQ	AA
Finding Nemo	THQ	AA
Football Mania	tbc	Sp



FOUR HORSEMEN OF THE APOCALYPSE

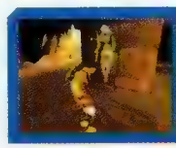
Forget little green men, this is [illegible] with an Old Testament flavor.

F355	Sony	AA
Freaky Flyers	Midway	FS
Freedom: Battle For Liberty Island	EA	FPS
Fugitive Hunter	Infogrames	AA
Full Throttle 2	Activision	AA
Futurama	SCi	AA
Galidor	tbc	AA
Ghostmaster	Empire	AA

GLADIUS

A case of [illegible] doesn't do anything different.

Gran Turismo 4: Online	Sony	R
Gremlins	LSP	P
GT Racing	Midas	R
H_2Overdrive	Ubi Soft	R
Harvest Moon: Save the Homeland	tbc	RPG
Hulk, The	Vivendi	AA
Indy Racing League	Codem'ters	R
Inspector Gadget	LSP	P
Jet X20	Sony	R
Jurassic Park: Project Genesis	Vivendi	AS
Lamborghini	Rage	R



LEGEND OF KAI

[illegible] bird companion. Clever.

Mercedes-Benz World Racing	TDK	R
Midnight Club 2	Take 2	R
Mission Impossible 2	Infogrames	AA
Moji Ribbon	Sony	B
Monopoly Party	Infogrames	Pz
Monster Jam	Ubi Soft	R
NASCAR Thunder	EA	R
Nickelodeon Party Blast	Infogrames	Pz
Nightmare Creatures 3	tbc	AA
Pac-Man World 2	Sony	P
Paris Dakar Rally 2	Acclaim	R
Pillage	tbc	AS

PRIMAL

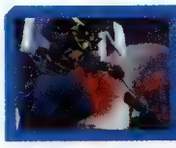
Heavily influenced by Silent Hill, good news is the Sony team have taken things on with dual character control and avatar possessions.

Red Dead Revolver	Capcom	AA
Return to Castle Wolfenstein	Activision	FPS
Risk	Infogrames	Pz
Robotech: Battlecry	TDK	S
Rolling	Rage	S

RTX RED ROCK

[illegible] Fine, in a clunky sci-fi way.

Rubu Tribe	Interplay	AA
Rygar	Tecmo	AA
Samurai Jack	Bam!	P
Scorpion King, The	Vivendi	AA



SHINOBI

[illegible] definitely come a long way.

Shoot to Kill	Codem'ters	FPS
Silent Hill 3	Konami	AA
Sly Cooper	Sony	P
Snowboard Heaven	Capcom	Sp
Sound of Thunder	Bam!	AA
Soul Calibur 2	Sony	Bt

SOCOM: US NAVY SEALS

Networked as an eight way [illegible] online features fire up.

Spawn: In the Demon's Hand	Capcom	AA
Stung	tbc	AA
Suikoden 2	Konami	RPG
SWAT: Urban Justice	Vivendi	AS
Team SAS	Rage	AS
Templar	TDK	AA
Tenchu 3	Activision	AA
Thunderbirds	SCi	AA
Titanium Angel	SCi	AA
Tom Clancy's Raven Shield	Ubi Soft	AS
Transworld Surf	Infogrames	Sp
Unreal Tournament 2	tbc	FPS
Vexx	Acclaim	P
Virtua Cop: Rebirth	Sony	S
War of the Monsters	tbc	Bt
Warhammer 40,000	THQ	Str
Wizardry	Ubi Soft	RPG
World Rally Championship 2	Sony	R
World Sports Car	Empire	R
WWE Crush Hour	THQ	R
WWE Smackdown! SYM	THQ	Sp
Xenosaga	Sony	RPG
X-Men: Wolverine's Revenge	Activision	AA
Zapper	Infogrames	P
Zone of the Enders 2	Konami	P

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Think their game's great? Or just a bit cack? Tell these people as soon as you can...

3DO
020 7490 1323
www.3doeurope.com

ACCLAIM ENTERTAINMENT
020 7344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
020 8200 5777
www.argonaut.com

BAM!
020 7385 1357
www.bam4fun.com

CAPCOM EUROSOFT
020 8846 2550
www.capcom.com

CODEMASTERS
020 437 6100
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
020 8343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital.com

INFOGRAMES
020 8222 9700
www.infogrames.com

INTERPLAY
020 7821 6815
www.interplay.com

KONAMI EUROPE
0208 582 5573
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
020 7938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
08705 998877
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
020 7700 2119
www.titussoftware.com

UBI SOFT
01932 838 230
www.ubisoft.co.uk

VIRGIN INTERACTIVE
020 7551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.vivendiuniversal.com

SHIFTING THE GOALPOSTS

Stuff pitch-length dribbles, fruity shots and misplaced passes – *FIFA 2003*'s tearing up the pitch and starting again. A case of new season, same old story? When EA tell you their last game was "shit", you sit up and take notice...

"Quick," urges *FIFA 2003*'s European Product Manager. "It's Snoop Doggy Dog." Jetlagged after a 10 hour flight to EA's showpiece Vancouver HQ, PSM2 peers up the corridor to spot the infamous rapper clutching a copy of *Simpsons Road Rage*. Oddly enough, no one bats an eyelid. "Yeah... celebrities come through here all the time," sighs Iris, EA's Head of Canadian PR. "Only last week it was Tiger Woods." Surreality aside, the incident reflects the EA stereotype – an enormous, brand-obsessed, corporate entity; driven by licence, celebrity endorsement, and no small measure of arrogance. No wonder the *FIFA* series has a perception problem.

However, look past the glitzy reception, and a different picture emerges. Directly outside EA's offices lies a battered full-length football pitch, worn at the goal mouth and liberally sprinkled with sand – a far cry from

KEEPER OF THE FAME: Goalies are more in rushing to meet the ball and punching more frequently

VERDICT ME 'EAD: As you can see, the player likenesses are exemplary, supplemented by accurate body dimensions.

the bling-bling glamour of gangster rap and millionaire golfers. "Normally the pitch would be packed," explains *FIFA 2003* Producer Danny Isaac. "But the guys are really busy at the moment." In many respects, it's a fitting metaphor for *FIFA 2003* – literally and figuratively, EA want to take the game back to its grass roots.

For many, the overhaul's long overdue. Only last year, *FIFA 2002* launched to a mixed critical reception, outperformed and outsold by Konami's *Pro Evolution Soccer*. EA's game wasn't terrible, scoring 69% in PSM2#16, but paled in comparison to *PES*. Only one night earlier, a booze-addled EA exec had placed a unique spin on the situation: "The last *FIFA* game was shit – you can quote me on that."

Surprisingly, EA are equally candid in sobriety. "Maybe we got set in our ways," elaborates Isaac. "But that was just the pressure of getting a game out. Not just every year, but for the European Championship, World Cup, etc. We were reliant on the procedure and maybe it made people less creative." Pausing briefly, he corrects himself. "Actually, the team would suggest new ideas, but we had to get the product out. People would say, 'We'll do that next year', but next year never came."

"FIFA 2002 LAUNCHED TO A MIXED RECEPTION, OUTPERFORMED AND OUTSOLD BY PRO EVOLUTION SOCCER"

As a result, gamers voted with their wallets, sending *Pro Evo* to the top of the software charts. Suitably rattled, EA's money men granted the *FIFA* team full backing to put the series back on track. The first step was to discover what gamers *really* wanted, drafting in key European development talent, before setting off on the 'Listen and Learn' tour. A select band of European journalists were invited to meet the game's producers and discuss *FIFA*'s failings. Conversation was frank, but EA listened attentively, carefully noting the perceived superiority of *Pro Evo*.

Effectively, EA are starting from scratch. "We want to cleanse the

GRASS ROUTES: UK-born producer Danny Isaac shares a candid chat with PSM2

game of all the ugliness, of what we call the *FIFA* signature." AI Programmer Matt Brown declares. Previous titles were infamous for their irregular ball movement, frustrating close-passing and reliance on pitch-length dribbles. "One of our QA testers told me that *FIFA* violated his football brain," Brown adds. "You went into the game with all these tactical ideas, but none of it worked. We set it all up for you... the stadiums looked right, the players were right, the ball was nice and shiny... but we failed to deliver."

As a result, *FIFA 2003* is moving away from its arcade roots and focusing on authenticity. "The number one pillar is gameplay," enthuses Franchise Producer Bill Harrison. "Not just faster, different, better, more tricks... or change it because it's old. The quality we most want to represent is authentic football." For once, this isn't just marketing psycho-babble. When PSM2 went hands on with *FIFA 2003* over two months ago, we were pleasantly surprised by the slower pace and measured passing game. We couldn't wait to see how the code had progressed – but more of that later.

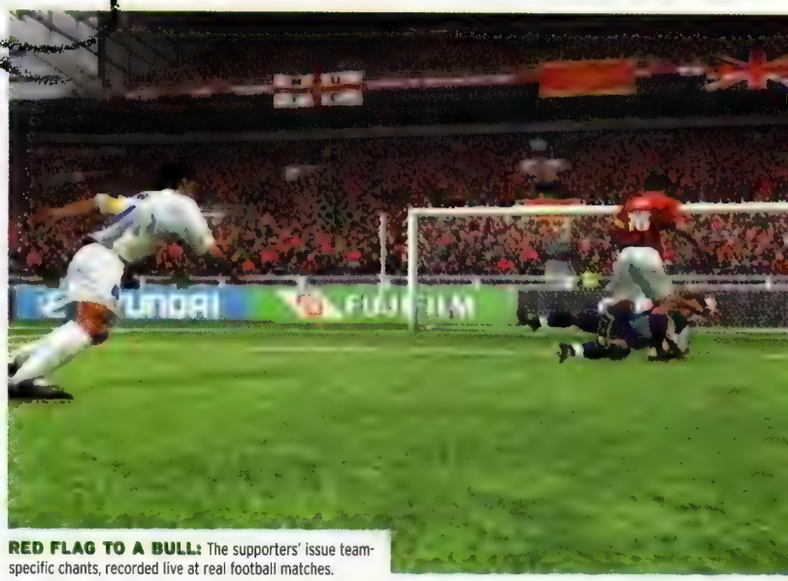
So what's changed? "The fundamental difference is that we've detached the ball away from the player's foot," reveals Isaac. "In previous years we kept the responsiveness up by making the ball move independently of the player – so if I was facing to the right, and moved to the left in a half circle, the ball would 'magically' snap into place. You could change direction without being near the ball. If I do the same movement in *FIFA 2003*, the player puts his foot on it and drags it round."

Unlike previous games, you can't run 90 yards with the ball and score. Isaac explains: "Now that tactic doesn't work. You have to engage your football brain, use the space in front of you, and if it isn't there you hold it and pass it around – that makes a massive difference. When people play it, whether they like it or not, they'll say it's definitely different." True to form, the ball moves further away the faster you run – turn sharply at speed, and you'll have to stop to catch it up. Only highly skilled players like Ryan Giggs or Figo can jink through a defence with relative ease – akin to *Pro Evo*.

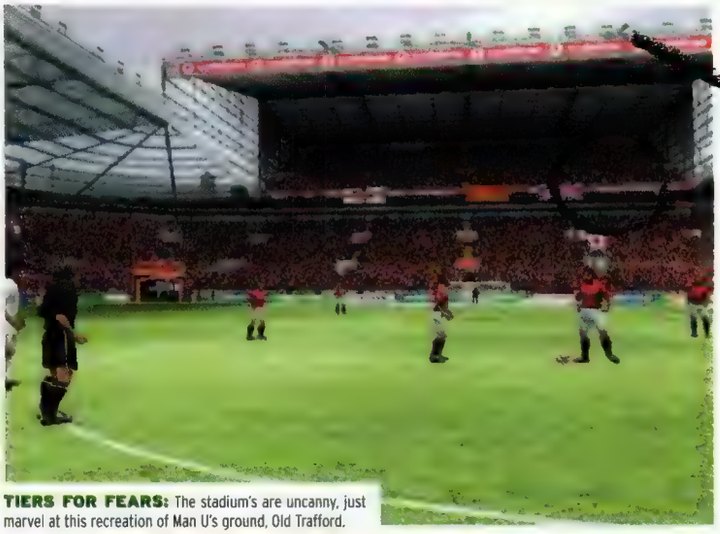
Realism is key. "The conservative tackle is now much stronger," Isaac continues. "So there're more midfield battles." Shooting's equally authentic. "Now you can miss the goal completely," he says, "whereas before we had more 'Hollywood' shots, where the ball curls four or five yards into the top corner. If you look at Thierry Henry, one of the best strikers in the league, he usually just runs through and rolls the ball in. Precision and accuracy is just as important as power."

"WHEN PEOPLE PLAY IT, WHETHER THEY LIKE IT OR NOT, THEY'LL SAY IT'S DEFINITELY DIFFERENT"

OPEN SCISSOR-ME: The players will still be able to perform audacious shots, but they require greater skill and timing.



RED FLAG TO A BULL: The supporters' issue team-specific chants, recorded live at real football matches.



TIERS FOR FEARS: The stadium's are uncanny, just marvel at this recreation of Man U's ground, Old Trafford.

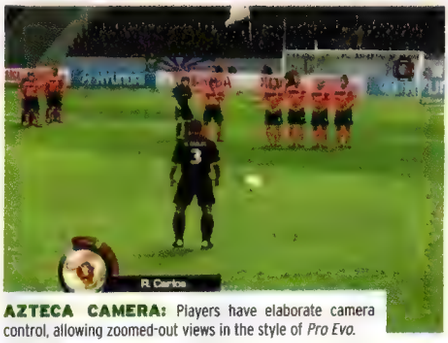
FRUIT CORNER: Set pieces use a *PGA Golf*-style click system, allowing you to place precise swerve on the ball.

GYM'LL FIX IT: EA's plush motion capture studio and in-house gym - Christ, they should see our office...

THE NEW FEATURES: RATED

PSM2 rips *FIFA 2003* through a rigorous training ground playtest to see if EA can deliver on their promises...

TURF AT THE TOP: Forget the obvious dazzle, it's the fundamental changes to *FIFA's* gameplay that really impress.



AZTECA CAMERA: Players have elaborate camera control, allowing zoomed-out views in the style of *Pro Evo*.

Tactically, the game's been completely re-written. Players benefit from enhanced formational awareness, preventing the 'rugby-scrum' pile-ups of old. Teams will have unique personalities – so, for example, if Liverpool go one-down at Anfield with ten minutes remaining, they'll tackle more aggressively and pump frantic long balls down the middle.

"Conversely, if they're one-up, they'll hold on to it and pass it along the back four, so you have to chase it," Isaac explains. "Previously, we worried that the *FIFA* experience was a little flat – the same from the first minute to the last – now the game ebbs and flows, with peaks and troughs just like a real match."

"THE GAME EBBS AND FLOWS, WITH PEAKS AND TROUGHS, JUST LIKE A REAL MATCH"

How does it play? Somewhat tentatively – expectations raised by our level of input – PSM2 picked up the pad. Twenty minutes later, first impressions were... well, slightly disappointing, to be honest. Gauging our reservations, PSM2 are marched out of the play area quicksharp by Franchise Producer, 'wild' Bill Harrison, for a 'chat'.

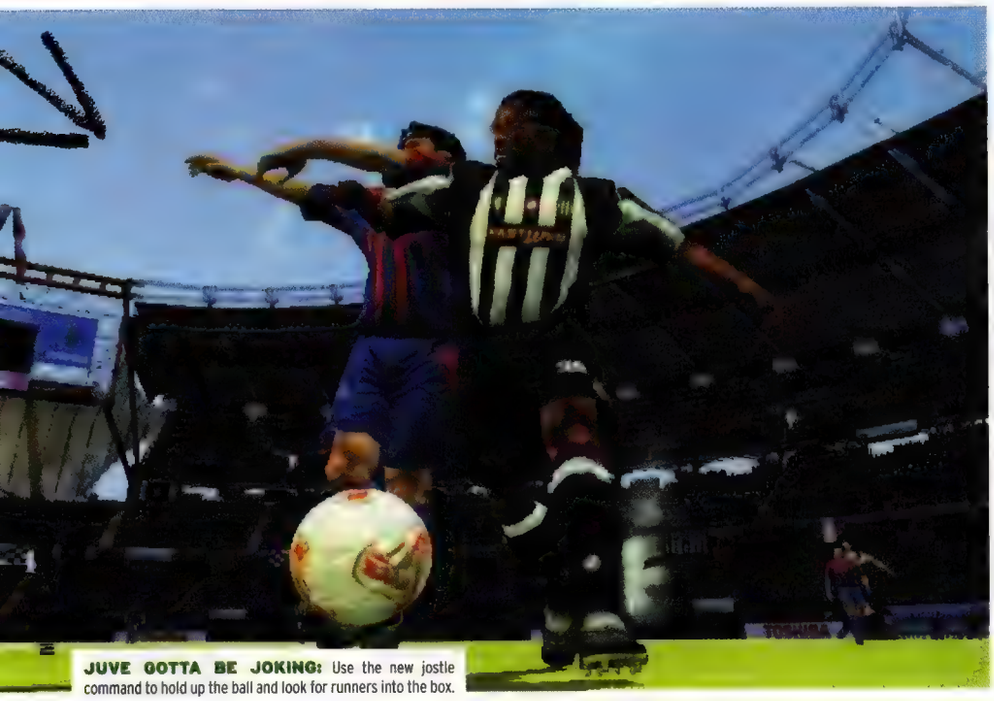
Firmly expecting a Men In Black stun ray, or some lengthy marketing spiel, we instead shared a friendly coffee and talked over our initial concerns. "Tell me what you don't like," says Bill, charmingly. "Honestly." PR smokescreen or not, PSM2 found it hard not to smile.

Suffice to say, our initial qualms – the dubious auto-passes, ineffective crosses and some rather 'woolly' tackle zones – were already being addressed, or are yet to be implemented.

Discussion over, we returned to the games area to take on Danny Isaac, promptly losing 5-0: proof of the game's advanced learning curve and increased tactical subtlety. Just to prove the point, PSM2 played the second match like Arsenal under George Graham, spoiling the play, defending like dogs and pinching a glorious 1-0 win in the 85th minute. Tactics had made a difference and, hell, we were even warming to the initially fiddly through ball system.

Undoubtedly, EA have got some distance to go to usurp *Pro Evo*, but – crucially – they're starting from the bottom up with the basics. The new game doesn't feel 'broken' like the *FIFA* of old, with no glaring faults, and it plays a deceptively astute passing game. By the end of the day, we had to be forcibly separated from the pad – every minute yielding a new subtlety or neat animation.

EA realise the scale of the task before them. "*FIFA 2003* isn't a silver bullet," admits Isaac. "We're not going to knock down Konami's game with one strike, but once we've got the fundamentals right we can build on it. I think we're about 80% of where we thought we would be considering the time we've had." Isaac smiles, "When you look at *FIFA 2004* and *2005*, there's going to be a huge difference." **PSM2**



JUVE GOTTA BE JOKING: Use the new jostle command to hold up the ball and look for runners into the box.

CONTROLS

PSM2 VERDICT

9/10

PASSING

PSM2 VERDICT

8/10

SHOOTING

PSM2 VERDICT

7/10

TACKLING

PSM2 VERDICT

6/10

HEADING

PSM2 VERDICT

7/10

PRESENTATION

PSM2 VERDICT

9/10

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

IT'S BEEN A HELLISH SUMMER, BUT NOW WE'RE FITTER, HAPPIER, AND MORE PRproductive...*

JOEL

If you're a regular reader, you'll be pleased to hear that we've got an air conditioning unit in – true, it's already collapsed on Milf's desk once, but progress is progress. If not, all you need to know is that we were incredibly hot and angry last month, but we're cool – and slightly less angry – now.

So – games, eh? Woo! Rrrr! Wallop! Bosh! After the shittiest summer ever, suddenly they're all brilliant again. Rest assured, though, the spate of high scores this issue has nothing to do with our temperamental cooling. In fact, if anything, the combination's diametrically opposed, what with the constant gusts of retina-searing air and the fact that we don't really blink any more.

TimeSplitters, *Burnout*, *Need for Speed* and *Hitman* don't really lend themselves to pauses for breath or nonchalant tea-sipping – but no-one cares, because they're all too exciting for that. They're exactly what games should be – flawless renditions of things you'd *never* do in real life: setting fire to people, crashing cars and dressing up as a postman. Who knows? Maybe next month we'll be back to rally games and extreme sports titles. For the moment, we're just enjoying the ride.

**Apart from the fitter part, of course – I've just eaten an entire packet of Jaffa Cakes.*

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

reviewers レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Smiling, killing things dead. *Dead.*
- **HAVING FUN WITH:** TimeSplitters 2

Dan's a lover *and* a fighter. Every weekend, he's down the Welsh docks throttling sailors to pay for roses and buckets of Cadbury's Miniature Heroes.

MARTIN KITTS

- **SPECIALIST IN:** Hitting men. And taking their clothes.
- **HAVING FUN WITH:** Hitman 2

Chris De Burgh's Lady In Red could have been written about Martin. Thankfully, it wasn't. He's no lady – and he refuses to don PSM2's crimson reviewing tunic.

JONATHAN BRYANT

- **SPECIALIST IN:** Dancing the night away
- **HAVING FUN WITH:** Platforms

Jonnie could be right behind you this second, and you wouldn't know. No, don't look – don't *breathe*. But if you hear the start of a bad expletive – run.

RYAN BUTT

- **SPECIALIST IN:** Pewter, funerals.
- **HAVING FUN WITH:** The Terminator

"I know now why you cry... but it is something I can never do" remarked Ryan, yesterday, before sobbing uncontrollably into his Rich Teas.

DANIEL GRIFFITHS

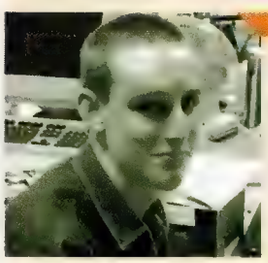
- **SPECIALIST IN:** Being henpecked, beer (when allowed)
- **HAVING FUN WITH:** auto modellista

Life's one big frat party for Dan – whether he's shifting furniture on to the lawn, 'hazing' work experience candidates, or tormenting anyone called Dean.

TIM WEAVER

- **SPECIALIST IN:** Nerve-endings, homicide, fibre.
- **HAVING FUN WITH:** Gravity Games

If team PSM2 were hats instead of people, 'Leave it to' Weaver would be a fedora in a world of trilbies – wider brimmed and slightly more ostentatious.



JAMES WHITE

- **SPECIALIST IN:** Claustrophobia.
- **HAVING FUN WITH:** Tron, Panic Room

James has the legs of a man half his age (which would make him ten) and the eyes of a hawk. Keeps them in a jar by the bed. Reminds him of good times.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING,
30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハワヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest, and arguably greatest, invention yet...
IMPACT POINT
VERDICT
MATCHER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラヨノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シラヨノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

PSM2 WARNING!

›HARD-HITTING シラヨノ

THE PSM2 SCORING SYSTEM:

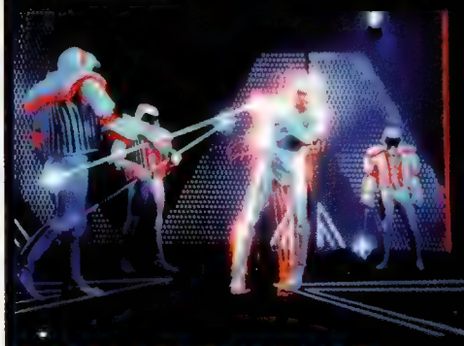
0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

BURNOUT 2 060
Need for Speed: Hot Pursuit 2 060
Terminator: Dawn Of Fate 066
Legaia 2: Duel Saga 068
Gravity Games: Street. Vert. Dirt. 070
Twin Caliber 071
Crashed 071

TIMESPLITTERS 2 072
Kelly Slater's Pro Surfer 078
Hitman 2: Silent Assassin 080
Blade 2 082
Shox 084
Madden 2003 085
Street Hoops 085
This Is Football 2003 087
NHL Hitz 2003 089
NHL 2003 089
Taz: Wanted 090
auto modellista 092



DVD REVIEWS

Tron 096
Panic Room 097
ET 097
Pulp Fiction 097

NEIN NEIN NEIN: Don't despair, you get three road blocks and three 'copter attacks to utilise when you opt to play as the filth.

OUT UK now

NEED FOR SPEED: HOT PURSUIT 2

VIPER VERDICT: Dan G thinks this car's for posers. Everyone else thinks he's jealous.

Scream if you want to go faster – but watch out for the speed traps in the latest instalment of EA's classic.

REVIEWER: Joel Snape

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Black Box
- **PUBLISHER** Electronic Arts
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card.

DETAILS

- **Over 20 licensed cars, including the Lamborghini Murcielago and Ferrari 360 Spider.**
- **You're The Cop, Ultimate Racer, Hot Pursuit, World Championship, Time Attack and Quick Race modes.**
- **Realistic, detailed environments bring to life elements from the real world – rain, brush fires, sun beams, dust storms and more.**
- **60 challenges.**

SHINE, ALL SHINE: Another nice touch - the driver glances in the direction the camera's facing. Watch the reverse view.

Imagine you've got loads of money. No, more than that. About as much as, say, an enormous, vaguely sinister, megaglobal games publisher. What d'you do? Buy an island? Possibly. Build a life-sized Millennium Falcon? Hmm. Or – here's one – buy the rights to every fantasy car you can think of, then slip the manufacturers an extra couple of million for the leeway to smash them up? Forget the protests of hood-buffing *GT3* disciples – if you've got a 'special relationship' with Benjamin Franklin, there's *nothing* you can't do.

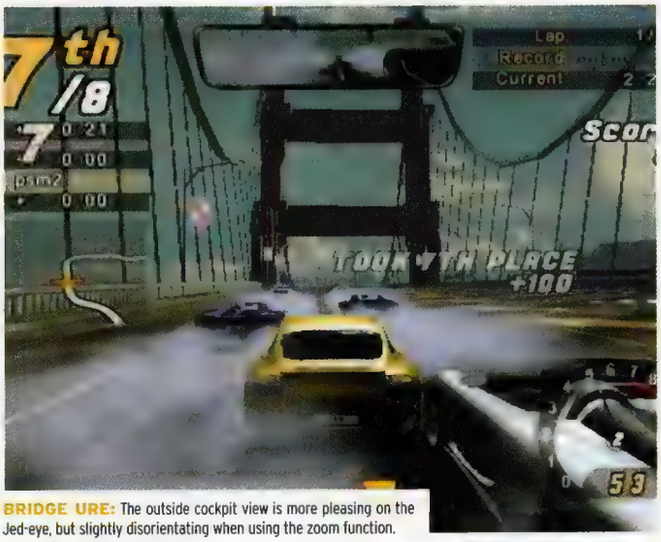
On a base level, then, *Need for Speed*'s pure car porn – with acres of shiny, limited edition dream machines, all waiting for you to ruin those beautiful paintjobs. Dodge Vipers with cracked windshields, Ferrari Spiders bleeding engine fluid, Lamborghinis that have been crumpled beyond recognition. Brilliant.

NEED FOR SPEED: HOT PURSUIT 2

"EVERY FANTASY CAR YOU CAN IMAGINE"

RAY SPARKER JR: Head-on collisions aren't nearly as traumatising as their *Burnout* equivalents. Nice paint-scrapage, though.

LEAP THE FAITH: It's difficult to get sick of the blurry-jump-cam, even though it occasionally scuffs up your landings.



BRIDGE URE: The outside cockpit view is more pleasing on the Jed-eye, but slightly disorientating when using the zoom function.

COP OF THE CLASS: Chopper-lobbed explosives'll slow you down, but only the cars can actually stop you. Reverse, but *never* stop.

On another level, *Need for Speed*'s a gentler game. Stupefyingly fast, yes, and frequently knuckle-whitening – but gentler than *Burnout* in every important respect.

Steering's robust but uncomplicated – even set to Extreme, a feathery touch of the brake's enough to handle hairpin bends. Off-roading's barely punished – rather than slowing down on grass, you simply won't accelerate as much. Most glaringly, especially in comparison to *Burnout*, crashes – short of a head-on collision with a tree, lamp-post or van – hardly slow you down, scratching paintwork and shattering windows but leaving your crumplezone mercifully intact.

Ironically, this only encourages even more reckless brutality – shorn of consequences, it's all too tempting to nudge the race-leader into a rock, or drift through a patch of trees. Shortcuts are rife, ranging from huge, obvious deserted mineshafts, to simple – yet nerve-defying – detours across rock-dotted wasteland. Computer cars use them increasingly as you progress, but as in *SSX*, simply *finding* them doesn't guarantee victory. They're invariably tougher to negotiate than the main track – unskilled navigation's certain to lose you time. There's another reason to know and use them, though – the law.

Hot Pursuit mode's *Need for Speed* at its most adrenalising. It's still racing, except for the cops that lurk on every corner for the pack leader. Solid AI's evident here – they'll chase, block and ram you with merciless efficiency, but they *won't* endanger civilian traffic – something you'll use against them. They're also able to call in roadblocks and choppers – which is where those shortcuts come in. In You're The Cop or the two-player mode, the thrills are magnified. Whether you're with or against the law, there's nothing better than prodding a rival into a roadblock.

The tournament structure's another triumph for leniency. There are 60 racing challenges in all – 30 Hot Pursuit and 30 World Championship – ranging from simple time trials through to punishing Lap Knockout races. Practically every challenge unlocks a new car or track for normal play, with the tree-like structure ensuring that you'll always have about five options about what to do next. The tournament structure's forgiving, too – where a scuffed result in *Burnout*'s enough to ruin a five-race series, *Hot Pursuit* lets you restart any race without punishment.

Need for Speed's a return to form for the series – fast, well thought out and entertaining. Purists might dismiss the vaseline-blurred jump cams and flame-lit racing lines, but hey! – you can switch them off. The crucial question – can *Hot Pursuit*'s fine-tuned class match *Burnout*'s sheer power? Turn the page and find out. **PSM2**

PAINT LIFE A BITCH: Want to see cars you'll never afford getting horribly scarred up? Praise EA's cavernous pockets.

DISTRESS CHAIRS: Clattering street furniture in the Ocean Drive level - but no scattering pedestrians, á là *Driver*. Shame.

"NEED FOR SPEED'S PURE CAR PORN – ACRES OF SHINY, DREAM MACHINES, ALL WAITING FOR YOU TO RUIN THOSE BEAUTIFUL PAINTJOBS"

PSM2 VERDICT

OVERALL

Car-fetishism, adrenaline-scorched racing *and* a great cop chase mode in one handy package. Not quite perfect, but damned close.

88

SPEED DEMON

TURN TO PAGE 64 FOR THE KING OF THE ROAD VERDICT!

LAW IS HELL: A quick flick of the reverse-view button's perfect for watching Johnny Sheriff spin out.

OUT UK NOW

BURNOUT 2: POINT OF IMPACT

Speed kills. Joyriding's stupid. Now that the warning's out of the way...

REVIEWER: Joel Snape

True genius is about simplicity – that anyone-could-have-thought-of-it idea that changes everything. And that's the beauty of *Burnout* – the central, almost childlike idea underpinning the entire game. *Stupid risks make you go faster.*

For the uninitiated, it's all about the Burnout meter – rewarding near misses, left-lane driving and powerslides with a stereo-cranking burst of extra velocity. Fall behind, and suicidally close overtaking is the only way to gain ground. Take the lead, and the temptation to extend it with an ill-advised drift turn is irresistible. The speedometer goes up, your reaction time goes down, it'll all end in tears and broken glass, but you *can't* slow down.

HEADLIGHT FANTASTIC: The indicators tick as you change lanes – beat that, *The Getaway*.

"THE SPEEDO GOES UP, YOUR REACTION TIME GOES DOWN, IT'LL ALL END IN TEARS"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Criterion
- **PUBLISHER** Acclaim
- **GAME TYPE**
- **PRICE**
- **ESSENTIALS** 2 players, DualShock 2, Memory Card

DETAILS

- Thirty new stages to drive
- Powerful [illegible] vehicles
- Seven [illegible]
- Realistic weather effects, such as [illegible] rain and fog
- Point-to-point races
- All-new Pursuit cop chases
- New Custom Series Mode that allows you to race modified vehicles complete with body kits and decals
- 60Hz option

BURNOUT 2: POINT OF IMPACT

"A STEREO-CRANKING BURST OF EXTRA VELOCITY"

FAST TENSE: There is literally *no finer feeling* than hearing onlookers whimper as you yank the wheel into the oncoming traffic.

Point of Impact's notably more forgiving than its predecessor – where brushing another car was once enough to send you arcing across the tarmac in a cascade of glass, it takes a near-direct collision to do the same here. Burnouts, too, are easier to come by – ten seconds on the wrong side of the road and a couple of near misses are enough to top the meter off. Chaining them together's tantalisingly possible – *never* let go of R1 – as the added speed magnifies the effects of drifts and jumps. The effect's an even *more* synapse-shredding experience than before, as *Burnout* nudges you like a psychotic backseat driver, *daring* you to drift that hairpin, dart between those trucks, take that blind leap in the left-hand lane, but whatever you do, go *faster*. Almost imperceptibly, the traffic count's upped in the final laps, increasing the potential for heart-stopping near misses as you career through the traffic. It's one of those yin/yang things – the feeling of hurtling past the pack in an unblinking zen trance wouldn't be the same if crashes didn't hit you like a punch in the mouth. And, oh, the crashes don't disappoint.

INSIGHT

Before the Blues Brothers car-drop, the Nazi Pinto had to obtain an air-unworthiness certificate to prove it wouldn't glide when dropped from a height. The film still holds the record for most cars crashed in one chase.

VAN ALIVE: There's a worrying satisfaction to hearing the thunderwhack of a chopper as you survey the carnage you've created.

WET'S HAVE IT: The rain doesn't alter handling much, but it reduces visibility. Selected tracks have optional weather.

"BURNOUT'S A GAME WHOSE RAISON D'ETRE IS TO CASUALLY FLING POLYGONS ABOUT AT CONSISTENTLY HIGH SPEED"

See, here's the other thing – *Burnout*'s a game whose raison d'etre is to casually fling polygons about at consistently high speed. The draw-in distance and incidental traffic are impressive enough – but at top speed, on full Burnout, in 60Hz mode? It's *terrifying*.

In Pursuit mode, the cop wagon's flashing lights make the in-car view the sensible option – quite honestly, we've flinched less during trips to the dentist. The new deformation engine's showcased by the novelty Crash for Cash mode, where traffic jams and busy intersections set the scene for some breath-catching pile-ups. The only obvious sacrifice is the opposition – three AI opponents isn't much compared to *Need for Speed*'s eight-man extravaganzas. Similarly, Pursuit mode's almost an afterthought – every nudge takes exactly the same amount of energy off your adversary – after which they'll burst ahead – sweeping aside *Need for Speed*'s tactical ram-'em-off-the-road cleverness.

Ultimately, though, pursuit isn't what *Burnout*'s about. It's about taking idiotic gambles, yelping when they fail and hooting when they pay off. It's a sequel that concentrates on eliminating the flaws – mostly the obscene difficulty – marring the original. It's a perfect idea, delivered with astonishing technical flair. Anyone could've thought of it. But it took Criterion to make it great. PSM2

BETTER THAN THE WHEEL THING: The Hotrod's one of the cars you'll have to earn by beating it in the Duel Races.

REPEAT O' FENDER: Though you can't continue driving in a dinged-up muscle car, you'll watch the bonnet fragment again and again.

PSM2 VERDICT

OVERALL

Beautiful, emotional racing that you *have* to play to appreciate. The original had its problems, but this is a classic idea, superbly implemented. Essential.

91

FULL THROTTLE

TURN THE PAGE FOR THE KING OF THE ROAD VERDICT!

CRASH MACHINE: Crash for Cash mode gets progressively tougher - you'll need to get big air to hit certain key cars.

AXLE DOZE: Brushing against a truck's no longer deadly - although it eliminates your Near Miss bonus.

KING OF THE ROAD

Power. Aggression. Turtle wax. PS2's fastest racers take the starting grid.

Typical. You wait six months for a decent driving game, then two hurtle into the bus stop and break your legs. Sod *Gran Turismo 3* – this is racing at its heart-fluttering best. Only one can win. We've completed them both. Gentlemen, would you be so good as to start your engines...

SPEED

They're both cheek-flappingly fast, but the true measure of speed's in our emotional state. *Need for Speed*'s exhilarating, but *Burnout* scares us.

1-0
Speed

CARS

Burnout's got variety on its side, but the opportunity to finally ding up a Lamborghini Murcielago in *NFS* proves too much to resist. Smashable licensed cars... mmm.

1-1
Speed Cars

TRACKS

Burnout's got six environments – four brilliant, one irritating, one slightly tedious. A tie, broken by *Burnout*'s huge traffic queues.

2-1
Speed Cars Tracks

GRAPHICS

A close run thing – both are full of shiny surfaces, shimmering water and clever details, but *Burnout*'s superior draw-in distance and unflinching framerate clinch the win.

3-1
Speed Cars Tracks Graphics

MUSIC

Both have the kind of rock you'd only *ever* listen to in driving games – *Burnout* edges it cleverly, simply by ramping the volume up whenever things go blurry.

4-1
Speed Cars Tracks Graphics Music

COPS

The sheer speed of *Burnout*'s Pursuit mode guarantees a heart-clutching ride, but blasting through road-blocks makes an *NFS* Hot Pursuit run unforgettable.

4-2
Speed Cars Tracks Cops Graphics Music

A.I.

Burnout's got pleasingly panicky oncoming traffic, but *Need for Speed* triumphs with fiendish cops and shockingly aggressive opponents.

4-3
Speed Cars Tracks Cops Graphics A.I. Music

CHAMPIONSHIPS

Duel and Pursuit can't quite provide enough variety to *Burnout*'s tournament ladder – *Need for Speed* keeps you hooked with a stream of flashy cars and options.

4-4
Speed Cars Tracks Cops Graphics A.I. Music Champ'ship

MULTIPLAYER

The pull-idiot-manoeuvres-to-catch-up nature of *Burnout* fits competitive play perfectly. But competing to shunt your opponent into a police roadblock in *NFS*? Priceless.

4-5
Speed Cars Tracks Cops Graphics A.I. Music Champ'ship Multiplayer

CRASHES

No contest. *Burnout*'s cars shunt, dent, lose wheels, cartwheel through the air and land in a mangle of spot-on collision physics. *Need for Speed*'s bounce.

5-5
Speed Cars Tracks Cops Graphics A.I. Music Champ'ship Crashes Multiplayer

HANDLING

Need for Speed's a touch on the basic side – *Burnout*'s quite similar, but encourages artful, risky drift-turning via the promise of lap-spanning boost runs. Superb.

6-5
Speed Cars Tracks Cops Graphics A.I. Music Champ'ship Crashes Multiplayer Handling

REPLAYS

Hot Pursuit's got a better rewind facility and jump cameras, but seeing a chopper's-eye view of the carnage you've created in *Burnout*'s tough to match.

7-5
Speed Cars Tracks Cops Graphics A.I. Music Champ'ship Crashes Multiplayer Handling Replays

SHORTCUTS

Burnout just chucks in the odd detour through a petrol station – *Need for Speed*'s countless shortcuts are integral to the game, high-risk strategies that separate learners from masters.

7-6
Speed Cars Tracks Cops Graphics A.I. Music Champ'ship Crashes Multiplayer Handling Shortcuts Replays

WORST BIT

NFS has nothing like the crash-restart in *Burnout*, and the realisation that you're 12 button presses and two loads away from another go.

7-7
Speed Cars Tracks Cops Graphics A.I. Music Champ'ship Crashes Multiplayer Handling Shortcuts Replays Worst Bit

KING OF THE ROAD

"FOR EYELID-DEFYING THRILLS, CRITERION'S SEQUEL IS IMPOSSIBLE TO BEAT"

"BURNOUT'S CARS SHUNT, DENT, LOSE WHEELS, CARTWHEEL THROUGH THE AIR AND LAND IN A MANGLE OF SPOT-ON COLLISION PHYSICS"

THE DECIDER...

BEST BIT

Edging a cop car into a bridge support in *Need for Speed* isn't *quite* up to buzzing past the entire *Burnout* pack in a burst of Godlike driving.

BURNOUT 2		NEED FOR SPEED
8	Speed	7
8	Tracks	7
8	Cars	7
8	Graphics	8
8	Cops	7
8	Music	8
8	A.I.	7
8	Crashes	8
8	Champ'ship	7
8	Handling	8
8	Multiplayer	7
8	Replays	8
8	Shortcuts	7
8	Best Bit	8
8	Worst bit	7

PSM2 VERDICT

IT'S THE TIGHTEST OF RACES, BUT BURNOUT 2 SCREAMS ACROSS THE FINISH LINE

For emotive, eyelid-defying thrills, Criterion's sequel is impossible to beat – though the cop chases feel like an afterthought. *Need for Speed*'s more coherently structured, 'clever' and less infuriating in the long term – but as The Fast and the Furious proved, life in the fast lane doesn't lend itself to deep thought. *Burnout 2* edges it by a fender's width – but if you've got a mate, get them both in and swap after a fortnight.

GUN DAMN: T-100s flow out of the portal – luckily there's a cannon to mow them down.

OUT UK NOW

TERMINATOR: DAWN OF FATE

It's back to the future for another scrap with a couple of Arnie clones, and a spot of plagiarism...

REVIEWER: Ryan Butt

The time is 8:46pm. After having watched James Cameron's brace of future shock flicks back to back to get us in the mood for full-on Arnie-annihilation, we eagerly load-up *Dawn of Fate* in the hope that it can break the tradition of being yet another toss Terminator game. 8:51pm: Bugger, it can't. Five minutes is all it takes to deduce that *Dawn of Fate* is as whiffy as month-old catfood and the next three hours are spent compounding this fact by enduring *Metal Gear*-me too gameplay and pukey camera angles.

The action is set in 2027 – two years before the events in the first film – and you play as three soldiers from Tech Com, the organised group of resistance fighters (led by John Connor) hellbent on taking down Skynet's mechanised forces that are threatening to destroy humanity. Kicking off with a fabulous CG take on Reese's flashback from the first film, the game then descends in a downward spiral that'll have you cursing the fact that Terminators don't exist to take out the loon that gave this project the green light. So predictable is the premise that you can almost visualise some honcho marching into the developer's office, slamming down a copy of

THEY'RE ARMLESS: The way the limbs fly off enemy androids as you assault them is a very nice touch.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Paradigm Entertainment
- **PUBLISHER** Infogrames
- **GAME TYPE** Action adventure
- **PRICE** £39.99
- **ESSENTIALS** Dual Shock 2, Memory Card

DETAILS

- Ten large levels, some of which incorporate 'boss' characters.
- Three different characters to play as – each with their own weaponry – that you alternate between as you go along.
- A plethora of extras to unlock, including cheats, movies, and concept art.
- Three difficulty levels.
- A comprehensive training mode.

IMPACT POINT

We spent hours locked on level six. The aim is to rescue a bunch of hostages that are trapped in a train. With seemingly no way to progress beyond the first carriage, we were pulling our hair out... Until we realised that you can shoot the padlocks off the doors and progress.

ABUSE THE FORCE: The game features new and interesting enemies, like the flying toasters that blast you with a force bolt.

MGS2 and saying, "Right, copy that but bung in some Terminators."

Starting out as Kyle Reese, you must escape a crumbling hotel while ensuring that no harm comes to Connor with the aid of a few bits of meaty weaponry. As you progress through the levels, new objectives are issued to you via a codec device and, suddenly, covering Connor's hide becomes the very least of your worries. You aren't alone, though, as other, expendable Tech Com fighters are on hand to help you out – although they obviously think AI is just an Ali G catchphrase because their token, short bursts of gunfire in the general direction of the enemies can hardly be construed as 'free thinking', nor does it help you out much.

The action is predominantly of the third-person variety – meaning you get to wander around linear terrain, locking your weapon on to T-100s plus a whole host of other artistic-licence-gone-mad adversaries besides. Like *MGS2*, you can also switch seamlessly to a first-person viewpoint to ensure greater accuracy in your gunfire and, more importantly, to view the surroundings because you'll often get stuck in the dimly-lit scenery while the camera violently judders between one viewpoint and another.

Such strobe-like perspective changing isn't helped by *Devil May Cry* syndrome – when you point the analogue stick to move, the camera view often changes, so the stick will move you a different way to the one you intended (often back on yourself). As a result, you can find yourself moving backwards and forwards on the spot with annoying frequency during play, which obviously doesn't endear you to the game much.

Then there's the general atrocity of the graphics. As the game is set in an apocalyptic future (and no time travelling is involved), the environments consist entirely of rubble and ruins which, although true to the film's imagery, doesn't exactly make for an exciting spectacle. But fair dos, we can accept that niggle as one which is in keeping with the theme of the game. What is significantly harder to stomach, though, are the characters. The good guys are shoddily drawn and lack personality, and the bad-uns are only a handful of different types and they all respawn with alarming regularity (and you can tell exactly when, thanks to the normally subdued soundtrack suddenly going all heavy metal).

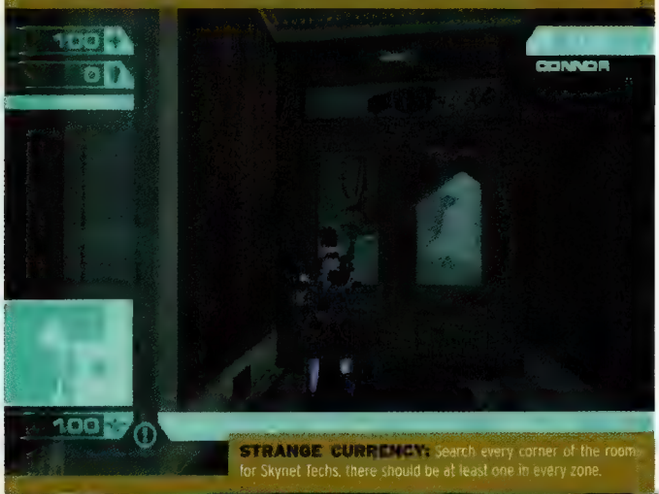
In fact, the whole look and feel of the game suggests that most of the budget was splurged on the licence alone, leaving very little left in the kitty for production values or a solitary new idea. Another punt in the plums for movie fans. **PSM2**

Terminator is out this month.

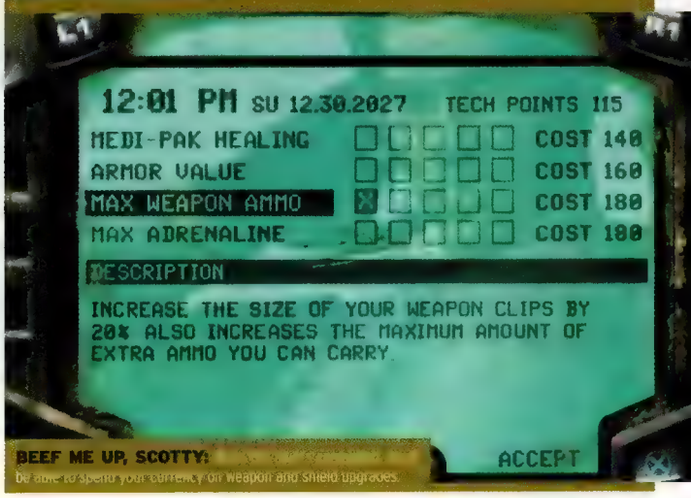
MECH MY DAY: The city is no place for a lady, although this one seems perfectly able to take on a ED-209-style mechanoid.

FIGHT THE FUTURE

Devoid of innovation for the most-part, *Terminator* does at least boast originality in the character upgrade system. By exploring every corner, you'll stumble across Skynet Techs – a form of currency which you can use to upgrade your freedom fighter. There are four areas to improve, including Medi-Pak Healing (increase the potency of your healing aids), Armour Value (boost the strength of your armour), Max Weapon Ammo (bolster your clip capacity) and Max Adrenaline (increase the amount of time you can trip out and go mental on the machines).



STRANGE CURRENCY: Search every corner of the room for Skynet Techs, there should be at least one in every zone.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TECH POINTS 115
MEDI-PAK HEALING
COST 140
ARMOR VALUE
COST 160
MAX WEAPON AMMO
COST 180
MAX ADRENALINE
COST 180
DESCRIPTION
INCREASE THE SIZE OF YOUR WEAPON CLIPS BY 20% ALSO INCREASES THE MAXIMUM AMOUNT OF EXTRA AMMO YOU CAN CARRY.
BEEF ME UP, SCOTTY:
Be able to spend your currency on weapon and shield upgrades.
ACCEPT

INSIGHT

To restore power to the generator on level one, make sure you ignore the obvious switch in the centre and instead concentrate on pulling the two either side of it. But make sure that the lights go green (not yellow) after pulling the first one before moving on. Took us bloody ages to figure out, that!

SEE, BREEZE: The first-person view is ideal for greater shot accuracy, but, unfortunately, you can't move around in it.

ARNIE'S CHOICE

1 **METAL GEAR SOLID 2**
The pinnacle of action adventure.

2 **DEVIL MAY CRY**
A non-stop adrenaline rush in which the central character actually looks cool.

3 **TERMINATOR: DAWN OF FATE**
Nicks all the best ideas from the above two gaming greats and somehow manages to make them look dull and clichéd.

PSM2 VERDICT

GAMEPLAY
+ Strangely addictive – in a masochistic way.
- Handles like a horse on heroin.

GRAPHICS
+ Fabulous intro CG.
- The in-game stuff is just dreadful.

SOUND
+ Suitably tense and dramatic music.
- A predictable surge in tempo when danger looms.

LIFESPAN
+ A wealth of extras to unlock.
- Look, just stop torturing yourself!

OVERALL
Why oh why can't someone make a decent Terminator game? This pilfers shamelessly from past greats and gives nothing back in return.

49

HASTA LA VISTA

THE TOOTH HURTS: Building up your characters is the only way to deal with this sort of thing.

OUT UK NOW

LEGAIA 2: DUEL SAGA

Dragons, fair maidens and evil villains. Brilliant. And guess what? You're the hero...

REVIEWER: Kevin Redding

There's always a bad guy. A geezer who wants what you have, and won't stop short of stamping on your face to get it. And if it's a famous magical water stone, the bad guys tend to be rock 'ard, have blue hair and stink of beer. Bring on *Legaia 2* – a quiet rural village relies on a magic water stone, stolen by an evil blue-haired villain for his own nefarious needs. Typically, a recently matured and inexperienced hero is called to come to its rescue, much to annoyance of his young, lithe bride-to-be. Cue progressively dark quest to discover your true self, learning new abilities and magical powers along the way. Bah.

Fair play, though – despite being typical RPG-meringue, the plot certainly keeps you occupied with plenty of twists and turns. Which is more than can be said for the game world you inhabit. It consists mostly of the following game structure – follow path, kill random creature, gain experience, reach end of path, develop storyline, gain experience, follow path, kill random creature... and so on.

The only token attempt at innovation comes in the combat mechanics. Pick a fight with a huge rock ogre and you're into turn-based button bashing combat where various combinations of button presses empower the hero with special attacks and abilities – the more experience the character gains, the larger their pallet of attacks. You're prompted with the first few, but then it's up to you to work out the combinations that achieve the special attacks.

Certain items picked up in your travels can be combined to create more powerful potions and weapons to assist in your combat antics, and again it's up to you to find the most effective combinations. This adds an element of experimentation, but at times can seem more like random guesswork than a detailed science. *FF10* and *Jade Cocoon* have used similar systems to pull off combos before and despite the heavy touting, this is barely any different.

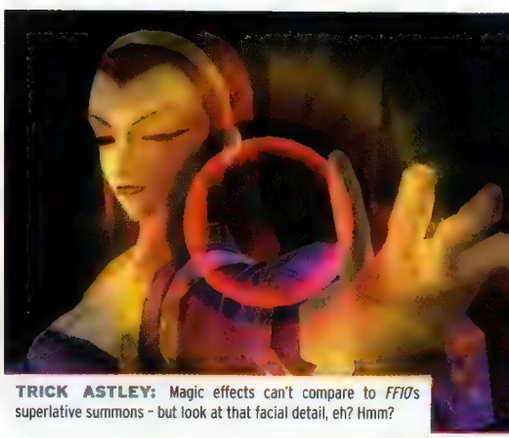
Despite the combat enhancements, *Legaia* can't quite make up for its predictable and linear game environment. Shame really, because the plot has been really well thought out and is as gripping and engaging as it is sinister. **PSM2**

Legend has it that Legaia *is out now.*

WING PEACE (SORRY): It's perfectly normal to be confronted by a giant rubber dragon - notice the lack of concern on the NPCs.

INSIGHT

- The high point of the original *Legaia Densetsu* – on PSone – was the moment when you entered a dancing competition to win a swimming costume. Honestly, we wish we were making this up.



TRICK ASTLEY: Magic effects can't compare to *FFIO*'s superlative summons - but look at that facial detail, eh? Hmm?

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Contrail
- **PUBLISHER** Eidos
- **GAME TYPE** RPG
- **PRICE** £39.99
- **ESSENTIALS** Memory card

DETAILS

- Real-time backgrounds and voice acting.
- Unique battle system called Tactical Arts that allows players to call up special attack combos and manoeuvres.
- Special powers called 'Origins' assist the characters when fighting battles and solving puzzles.
- Allows a combination of over 100 different items in order to create more powerful and useful weapons and tools.

HERO'S CHOICE

1. **FINAL FANTASY 10** Still the game that all others aspire to, and the graphics blow *Legaia* out of the water.
2. **JADE COCOON 2** Pokemon-with-legal-changes beast train-em-up with just enough variety to make it worthwhile.
3. **LEGAIA 2** Mildly inventive combat can't make up for arrow-straight play and typical village-burning chutney.

PSM2 VERDICT

GAMEPLAY
+ Captivating storyline with plenty of twists and turns.
- Ultimately dull in-game drudgery.

GRAPHICS
+ Smooth, dark and atmospheric, some nice combo animations.
- No match for the spooky beauty of *FF10*.

SOUND
+ Suitably enriching without being overwhelming.
- A bit too samey throughout.

LIFESPAN
+ Many hours of consistent gameplay....
- Too linear for words.

OVERALL
Attempts to put a new spin on the console RPG and goes some way to succeed, but falls short of its own ambitions.

59

FALLING FOUL

"Impossible game to put down"
C&VG On-Line

"One of the best puzzlers on the PS2 to date"
Play

"Probably the coolest puzzle game we've seen"
IGN.com

EGGressive

Show No Mercy

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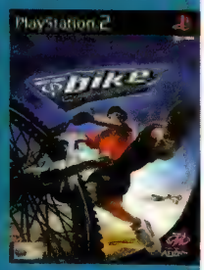
OUT UK now

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Midway
- **PUBLISHER** Midway
- **GAME TYPE** BMX biking
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock2



DETAILS

- Ten levels, including an acid factory...
- Four play modes: Quick Start, Career, Free ride and Multiplayer.
- 16 riders, including Tim 'Fuzzy' Hall.
- Six different types of bike: Diamondback, K2, GT, Mongoose, Redman or Eastern.

THE GRAN WHO CAN: Floral dress? Check. Pink, varicose vein-affected legs? Bingo. Ability to pull 360°s? Ooooh yes.

DIRTY HURRY: Tim 'Fuzzy' Hall takes to the mucky pits of his very own level. And it's probably the most boring of the lot. Sad.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.

Watch Hoffman run for cover! (Note: this may be over-exaggerating).

REVIEWER: Tim Weaver

It seems unfair to criticise a game for being too hard – it feels like condemning it for looking too nice. But *Gravity Games* is seriously tricky and, therefore, seriously frustrating, a game so intent on elongating its challenge that it's mislaid the elements that make you stick at it in the first place.

Despite looking and moving like *Mat Hoffman, Gravity Games* couldn't feel more different. Blast your way into the Free Ride mode for a quick self-taught crash course, and you'll find yourself unable to nail more than two or three standard stunts and a couple of bunny hops. Balancing grinds is extremely easy – like *Hoffman* – but the rest is nigh on impossible. Give the bike some air, jab at a few buttons and all that happens is you come back down. No points, no score, no nothing. It's not the best of starts.

Unfortunately, the Career mode only serves to highlight the game's problems. Objectives are just about impossible to complete in their entirety, thanks to a combination of being unable to reproduce the stunts needed to reach the hardest assignments, and a harsh two minute time limit – even if you ride like a demon, 120 seconds isn't time enough to do anything remotely notable. And further play reveals another flaw: *the parks are simply too small*. Tight corridors and areas that are just about big enough to handle a turning circle let alone a combination of tricks, litter the game. Even if *Gravity Games* had the most intuitive tricks system out there, it's difficult to see how it could have been fully realised within the confines of the areas on offer. And it doesn't stop there. The default controls are extremely awkward, with trick buttons too far apart, while visually it's disappointing. Everything seems smooth, but the locations don't seem ambitious enough, and each segment appears detached from the last. The worlds of *Tony Hawk's* and *Aggressive Inline* were not only more seamless, but also a lot more inviting.

There are good things – the multiplayer is enjoyable and inventive, especially the points-accumulating Time Attack – but it's doubtful you'll ever reach the stage to appreciate them. **PSM2**

Gravity has bunny-hopped on to shelves.

INSIGHT

What the hell does 'street', 'vert' and 'dirt' mean? Well, homies, 'street' refers to pavement-based BMXing, 'vert' refers to vertical BMXing – ie, environments with a lot of ramps, and 'dirt' refers to dirt track BMXing, along the lines of Fuzzy's Level.

BANDIT'S CHOICE

1. **MAT HOFFMAN'S PRO BMX 2** Not perfect, but *Hoffman's* offers the most rewarding BMX experience.
2. **DAVE MIRRA'S PRO BMX 2** It's rough around the edges, but you'll enjoy this simplified version of *Hoffman's*.
3. **GRAVITY GAMES** Too hard, too restrictive, not intuitive enough. A distant third.

PSM2 VERDICT

GAMEPLAY
+ Stacks of tricks on offer. According to the manual.
- The arenas are too small, and the controls too awkward.

GRAPHICS
+ Solid environments, with some decent textures.
- The levels seem broken up, and the riders are shabby.

SOUND
+ Lots and lots and lots and lots and lots of numetal.
- Lots and lots and lots and lots and lots of numetal.

LIFESPAN
+ Ten arenas, 16 riders, and loads of tricks. If you're patient.
- If you're not, this won't last much longer than a day.

OVERALL
It's solid enough, but basic errors and *astonishing* oversights combine to produce a disjointed, frustrating end result.

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WHEEL SHAME

OUT UK OCTOBER

TWIN CALIBER

Take two bottles of low-alcohol lager into the shower? No, hang on a minute...

Nooooo... kapow... blamblamblam... shpikkk. For about ten minutes, *Twin Caliber*'s the stuff of your sickest childhood gun battle fantasies. Six thousand zombies, an ocean of blood and you in the middle, doing your own sound effects because the music drowns out the in-game gunshots. Trouble is, that's literally all there is to it.

Control-wise, it's reminiscent of pyrotechnic reaction-tester *Fantavision*. You and your partner clutch two guns apiece, using the twin analogues to direct your arms independently, with your line of fire illustrated via some green blobs. Point the blobs at a zombie, press R1 and L1 as fast as possible, watch a zombie fragmenting like a pressurised melon, and repeat. Shoot, shoot, kick zombie, and repeat. Wave your arms during the cutscene, shoot some more. Repeat.

Apart from the occasional stick of dynamite, the *absolute limit* of the game's complexity is firing in two directions at once. You've got no control over your character's movement, so if a zombie throws an axe at you, you're going to get hit. Similarly, boss battles are nothing more than a reaction test – the boss appears, and you shoot him or he shoots you.

Though it's superficially entertaining until the novelty of watching zombies detonate lapses, *Twin Caliber*'s barely even a game in the long term. If it's mindless double-gun action you want, *Max Payne*, *Devil May Cry* and the forthcoming *GunGrave* are much higher – ahem – caliber.

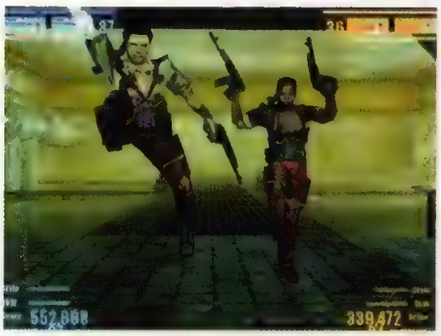
INFO
DEVELOPER
PUBLISHER
GAME TYPE
PRICE

DETAILS

OVERALL
Nice idea, poorly handled. Imagine how much fun *Max Payne*'d be if Max kept walking forwards while you pointed his arms at people. Exactly.

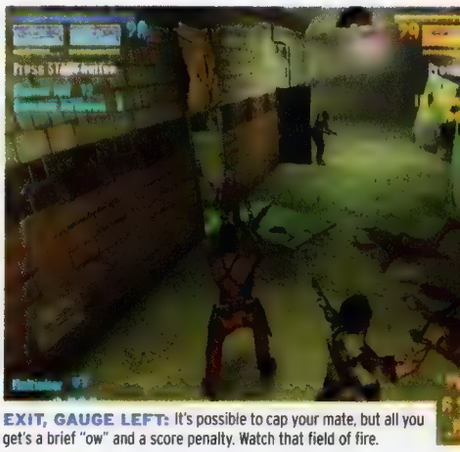
32

FIRING BLANKS



TWIN FOR IT: One's a cop, one's a crim – together they're crazy wisecracking partners in shootage. Ooh, listen to the banter.

LOCO POPS: The train level's similar to *The Bouncer's* – all excitement's eliminated because you can't fall off. Tch.



EXIT, GAUGE LEFT: It's possible to cap your mate, but all you get's a brief "ow" and a score penalty. Watch that field of fire.

OUT UK NOW

CRASHED

Motor carnage on PS2. Starring James Spader. Or not.

Crash! Bash! Smash! Shunt! T-Bone! Oh, yes. You know this one. It's *Destruction Derby* – only two years on. And, ahem, without any kind of race mode – the emphasis really is on the 'crashing'. Still, that means the crashing's going to be brilliant, doesn't it? We'll probably see amazing car damage and people going through the windshield, and... oh.

One interesting thing about 'crashing' games is that you can't skimp on the AI – cars need to improvise rather than follow the racing line. Consider, then, that in the points-for-crashes Free For All mode, it's entirely possible to rack up points for two minutes out of four, then spend the remaining time sipping a cup of tea while the other cars nervously skirt around each other. Remember *Derby*'s Total Destruction – the mode where absolutely *everybody* tried to tear you a new fender-shaped ass? That'd be *Crashed*'s Hunter mode – except that half the cars are happy to trundle around the outside of the circuit.

Still, those crashes, eh? Well, the collisions aren't *great* – you'll frequently fly up in the air in an unrealistic manner, but, um... the smoke's nice. You might expect a game called *Crashed* to at least match *Stuntman*'s impressive wing-mirror losing physics, but a wrinkled bonnet's about the limit here. There's even a Stunt mode – in which it's possible to complete two of the jump challenges *without even steering*.

About the best thing you can say about *Crashed* is that it's utterly unchallenging and sort of enjoyable in a brainless two-minute way. If dented bumpers are your thing, get *Need For Speed* and go metal-mashing nuts. PSM2

INFO
DEVELOPER
PUBLISHER
GAME TYPE
PRICE

DETAILS

CRASH FOR QUESTIONS: Oddly, head-on collisions don't damage your car much – only being crashed *into* seems to work.

OVERALL
Half-hearted effort that struggles to even do what it says on the tin. Feels like a bonus section from a game that'd still only get 62. So...

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SCRAP

CRASH ON DELIVERY: Cars feel pleasantly solid one minute, then sail through the air the next. Locely smoke effects, though.

CRASH 'N' CARRY: Stunt mode even lacks *Stuntman*'s twitchy last-minute steering refinements. It's largely dreadful.

OUT UK now

TIMESPL

"IT'S A GUT-CHUGGING SENSORY FEAST FOR GAMERS OF ALL PERSUASION –

Free Radical's multiplayer masterchef learns to caress the single player palate, dishing timeless sushi-pop gaming and a shot glass of PS2 perfection.

REVIEWER: Dan Dawkins

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Free Radical Design
- **PUBLISHER** Eidos Interactive
- **GAME TYPE** FPS
- **PRICE** £44.99
- **ESSENTIALS** DualShock 2, Memory Card, MultiTap, i-link

DETAILS

- Ten multi-objective Story levels – from Chicago to the Robot Factory.
- Two-player co-operative Story mode.
- 16 mode four-player split-screen action with option for 16-player i-link facility.
- Enhanced Mapmaker to create Story levels and Deathmatch arenas.
- Over 100 playable characters, including faves Harry Tipper, Captain Ash and Big Tony.
- Extensive Challenge mode – featuring Banana Chomp, Behead the Undead and 'classic' story mode.

We could waste paragraphs describing how the first *TimeSplitters* was a rush job – an exhilarating multiplayer romp soiled by a disjointed solo campaign. We could also spend thousands of words telling you how the sequel puts everything right; that the solo campaign's cohesive, the multiplayer mode's electron-balanced, while the whole package reeks of passion, polish and attention. But you've guessed that already.

Basically, all you need to know is whether you should part with £45. The answer? YES. *Christ*, yes. *TimeSplitters 2* is as perfect a game as we're likely to see on PS2 – yes, ever – and unequivocally the best reason to invest in a MultiTap, some like-minded friends and an industrial-vat of soothing eye drops.

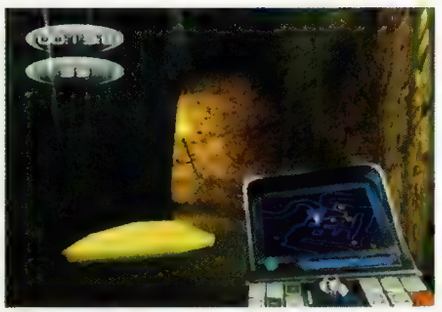
HARDCORE UPROAR

Let's get one thing straight. *TimeSplitters 2* is a gamer's game – not an interactive movie, concept adventure, or painstaking sim – but a diamond-sharp, shamelessly raw, ultra-playable *game*.

Where *MGS2* set new standards for cinematic integration and innovation, *ICO* blazed a new trail for understated atmospherics, and *SSX Tricky* raised the bar for visceral impact and level design, *TimeSplitters 2* belongs in the same category simply because it plays like a dream and offers the most sublimely-pitched challenge in recent videogame history.

Spiritually, its closest companion is Capcom's *Maximo*, an old-school platformer with Quartz-precise controls, twinning trial and error to an unswerving sense of fairness.

ELECTRO CLASH: The Electrotool fires a solid blast of lightning-just point it in the right direction to baste your foes slowly.



FIFE IN THE FAST LANE: Banana Chomp is one of the new Challenge modes - a carbohydrate-packed version of *Pac-Man*.

TimeSplitters 2 writes its own rules – and adheres to them zealously. Shoot someone in the head, and they'll drop instantly – but pop them in the knees and they'll only slow down. The maxim is consistently applied, so you always know where to aim. Every bullet leaves a scar or impact point, while every object can be interacted with or destroyed. It's a world of staggering internal consistency. When you see the pool table in Chicago, you just *know* the balls can be shot into the pockets. When you see a camera on an automated gun, you instinctively know it can be disabled. As a result, the game always feels fair, rewarding expert players with their advanced appreciation of the faux-tactile universe.

GRAPHIC VIOLENCE

Visually, *'Splitters 2* is less its father's son, than the chiselled milkman's, leaving lesser PS2 games out to soak with the empties. In comparison, *Half-Life*'s lo-res and dated, *Red Faction*'s miserably slow and *Unreal Tournament*'s... well, morris dancing on a butcher's turd.

Free Radical's latest never drops below 60fps – at least, not noticeably – even in full split-screen four-player glory, with over 15 'bots and more on-screen pyrotechnics than a burning VCR. At times, you've just got to drop the pad and pay homage. The reflective floors in Big Tony's hideout display the kind of technical clout that leaves fellas cooing in shameless geekery, and most girls holding their heads in despair.

The attention to detail is crucial. In the Atom Smasher level, shooting the fire extinguishers ▸

ITTERS 2

GUARANTEED TO LEAVE YOU STUFFED BUT ACHING FOR MORE"

PLASMA SCREAM: There's a range of futuristic weaponry, including the wall-bouncing Sci-Fi Handgun and chargeable Plasma Rifle.

LEVEL BEST

Look, we'll be honest, you still can't create your own missions to the last dirty inch and penny CD-ROM. But you can take a pre-fab-playable Story Level replete with gun emplacements, patrolling sentries and flashing strobe lights – not that different after all from the Sin National Fashion Chain and seven-foot supermodels in a variety of flavours – once you've got to grips. The interface is dead easy, if sadly lacking in Tartan buttons and vibes and'ers.

BOT TO THE FUTURE: Choose from a wide selection of goons, and set them to patrol the corridors of your strobe-lit creation.

TILE GRID YOU STAIRWELL: You can swoop across the map and copy large chunks to save time – a user-friendly boon.

▶ ignites a plume of milky gas, causing the bottle to smash into nearby foes. Likewise, crates – no surprise here – can be shot and used as explosives. There's an objective on the Chicago level, where you've got to drain four whisky barrels. On one occasion, we got to the end of the level – after shooting all four barrels – to find we hadn't completed the task.

Crying foul, we located the offending barrel and made an illuminating discovery. We'd punctured the cask, *but only at the top* – to drain the barrel, you've got to shoot its base. Obvious. But – in videogame terms – shockingly realistic.

The Story mode's a revelation. Forget the bolted-on – quite arbitrary – madcap missions of *TimeSplitters* – the solo player game's now a scientifically-paced, atmosphere-dunked test of your gaming prowess, with genuine objectives and subtle depth. Squint, and you can almost see Free Radical raising a single finger to their critics. The opening level, the Dam, is unashamed next-gen *Goldeneye* – have that, Nintendo bores – a staggered cocktail of stealth, lateral thought and blazing destruction. Chicago is steeped in atmosphere, teeming with tommy gun toting Anthill Mob goons, garnished with an immaculate prohibition blues soundtrack.

Planet X is B-Movie, Mars Attacks-kitsch, a riot of blazing spot effects and a scorching laser burn to the arse of a certain FPS on Bill Gates' discobox – hell, the aliens even look like Mudokons, the green-skinned PS2 deserters from *Munch's Odyssey*. The Western Level is sheer finger-on-trigger reflex gaming. Tokyo an unforgiving veil of stealth and the Aztec Temple a riot of colour, imagination and flaming monkeys.

One second you're chasing scientists and defusing bombs, the next capping zombies with the Hunchback of Notre Dame. It's ludicrous, boys-own stuff – underpinned by an admantium game mechanic and stirling controls.

When you – eventually – finish the Story Mode, there're over 30 challenges to test your DualShock mettle. Our personal fave, the Window Smash challenge, strips away all distractions – no 'bots, flashy weapons or spot effects – showcasing the underlying corset-tight level design in an X-ray Folie-Bergeres. Armed with a bag of bricks, you've got to smash 30 windows in an adrenaline-rutting race against the clock.

The Gold Medal time is obscenely tight, but agonisingly possible – you'll improve with every

"THE SOLO PLAYER GAME'S NOW A SCIENTIFICALLY-PACED, ATMOSPHERE-DUNKED TEST OF YOUR GAMING PROWESS, WITH GENUINE OBJECTIVES"

INSIGHT

■ Free Radical are working on another as-yet-untitled secret game, but are refusing to dish any details until *'Splitters 2* is out.

EXTINGUISHED GENTLEMAN: For a cruel touch, douse your burning foes – then whip out a rifle and shoot 'em in the nog.

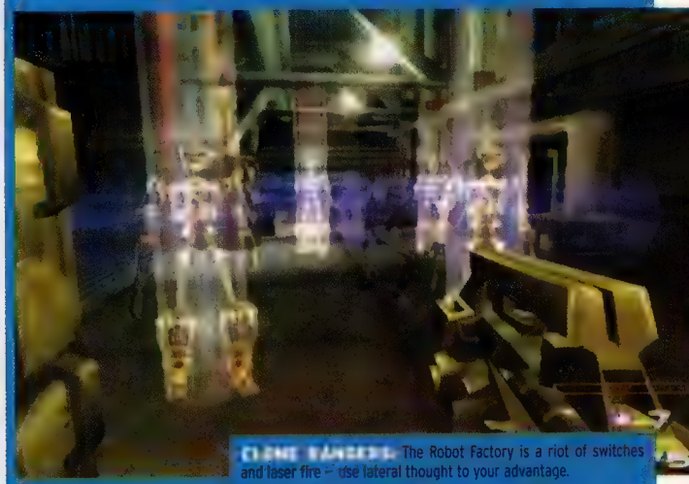
DAMNE AND BLAST: One objective sees you helping the Hunchback defend his lovely maiden from marauding zombies.

WHAT'S THE STORY?

In stark contrast to the anarchy of *TimeSplitters*, the Story mode comprises multi-structured objectives, often expanding as the mission develops – like infiltrating the hidden UFO base on Planet X. The Atom Smasher level is a triumph of pacing. Starting unarmed, you've got to acquire basic weapons and race against the clock defusing bombs, culminating in an SK-47 showdown with an arch villain. Most levels offer taxing secondary objectives, plus secrets, like finding the hidden Astrolander cart in Tokyo. The damage? Ooh, let's say... 20 hours. Ace.

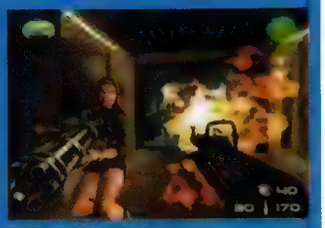
TOMMY TROUBLE: Secondary objectives are sometimes sprung on you – mow down the car before it escapes town.

ZIMMER SWITCH: The target shoot challenge levels are quite challenging – don't panic and shoot the swing-door old ladies.



CLONE RANGERS: The Robot Factory is a riot of switches and laser fire – use lateral thought to your advantage.

BRING THE PANE: The Brick Smash challenge is very addictive – navigate strategically.



HIGH SHALL PASS: Complete the secondary objectives to unlock new multiplayer characters.

"ALMOST IMPOSSIBLY, THE MULTIPLAYER'S EVEN BETTER, WITH NEW ARENAS, COMEDY WEAPONS AND OVER 100 IMPROBABLE CHARACTERS"

go, lurching from trial-and-error to divine inspiration, shaving milliseconds every time. Like Infogrames' infuriating *Stuntman*, it's best played in a group of mates, leering bravado and urging each other to new heights.

As you probably know, the multiplayer mode stops a burning tree short of God's sandals. The original ruled our lives like Chairman Mao, stealing our lunch hours, breaking friendships and scorching the air with brazen profanity. There was no more terrifying sight than Jonnie swinging a MultiTap at 12.59 – within minutes, Joel was dishing out death like Charlie Bronson at a wishing well, Milf would be straddling no-man's land with twin miniguns, while Marcus hid in a corner, glowing like a big, angry beetroot baby.

Almost impossibly, the multiplayer's even better, with new arenas, comedy weapons and over 100 improbable characters. Monkeys were one thing, but now we've got Toy Story-style dinosaurs, ramshackle robots and grizzly bears.

The Training Ground arena epitomises the fine-tuned balance – replete with automated gun emplacements, a juxtaposition of claustrophobia and open space, plus a liberal dose of SK-47's, flamethrowers and sniper rifles. New weapons, like the plasma autorifle, introduce 'sticky' grenades, so you can gleefully survey your rivals squirming in panic before their explosive fate. ▶

IMPACT POINT

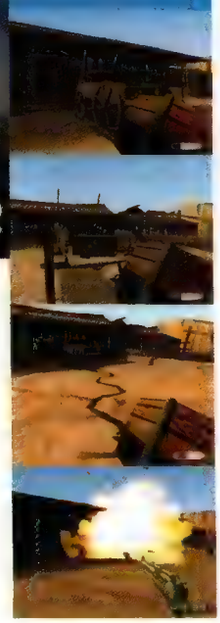
As the Training Ground floods with foes, you grab hold of the automated gun emplacement and mow down your enemies like so much shitty grass. Lovely.

UNIDENTIFIED FRYING OBJECT: Blast your way on to the helipad and board the ship to discover the hidden UFO base.

FOURS OF HABIT: You can customise multi-player matches in detail, with custom weapon sets, plus unlockable novelties like hats and spinning heads.

IMPACT POINT

In the Wild West level, you've got to free your buddy trapped in jail. The solution isn't immediately obvious, but involves gunpowder trails, exploding crates and the ability to sprint...



"DAMMIT, IT'S ALMOST AGGRAVATINGLY PERFECT – LIKE THE BRAINY SCHOOL FOOTBALL CAPTAIN SURROUNDED BY GIGGLING ADMIRERS"

▶ The options are phenomenal. There're over 16 multiplayer modes, including office-fave bagtag – prompting fond memories of Duncan cowering in the Chinatown toilet with a handful of bricks – and the new monkey assistant, where the worst player gets a gun-toting simian helper. Better yet, you can i-link machines for a 16-player deathmatch, or play across an office LAN (using Sony's unreleased Network Adapter).

SPRUCE CHANGE

To increase longevity, there's a three-tier, 45 round arcade league with furious deathmatch action. The Level Editor's been completely overhauled, letting you design comprehensive Story levels, and – get this – trade them with your mates via a memory card. In short, it's one of the most customisable games in history.

Dammit, it's almost *aggravatingly* perfect – like the brainy school football captain surrounded by giggling admirers. The only niggles are the initial ambiguity of the Tokyo level, the obscure Aztec worship puzzle and a sense of detachment inherited from the first game. Problem is, since you change characters and time zones between levels, there's little feeling of development or empathy. Being pernickity, the environments are slightly claustrophobic, but it's a small price to pay for the nose-bleed pace and searing spot effects.

The original was likened to a toybox, with a brash variety of minigames to dip into. Comparatively, *TimeSplitters 2* is a wedding smorgasboard – a richer celebration of delicacies for acquired tastes, with a smattering of jellied eels and beer nuts for the less discerning. The Story mode swerves from stealthy sophistication to brainless gung-ho, while the rigidity of the Challenge mode is counterbalanced by the anarchy of the multiplayer mode. It's a ruddy, gut-chugging, sensory feast for gamers of all persuasion – guaranteed to leave you stuffed but aching for more.

Basically, we hate Free Radical. From a reviewer's point of view, *TimeSplitters 2* is hellish – with too much to explore and too little to criticise. We've already written off lunchtimes for the next three months, and are training parrots to deal with the expected deluge of calls about the initially baffling Tokyo level.

Yet for every reason that we hate *'Splitters 2*, there's another five that you'll love it. Hell to review, heaven to play – and probably the most feelgood, polished, complete and downright sensational title on PS2 to date. Regardless of your feelings towards monkeys with miniguns, you'll go bananas for *TimeSplitters 2*. **PSM2**

Get some social interaction in – 'Splitters 2 is out right now. You won't regret it...

CORPSE FOR CONCERN: Don't touch the flaming zombies or you'll catch alight – stand back and pick them off with head shots.

HUNCHBACK'S CHOICE

1 **TIMESPLITTERS 2** The greatest multiplayer game on PS2 inherits a superb solo-player mode – providing a windfall for gamers.

2 **HALF-LIFE** Looking dated, but with staggering set pieces and plot.

3 **MEDAL OF HONOR: FRONTLINE** Immaculately presented, but underneath lies a fairly standard, linear adventure.

PSM2 VERDICT

GAMEPLAY
+ Fun, flexible controls – precision dynamics.
- Odd obscure puzzle.

GRAPHICS
+ Lightning fast, spectacular effects.
- Bit angular, slightly claustrophobic.

SOUND
+ Stirring anthems and great voices.
- Some plod-rock and techno.

LIFESPAN
+ Near infinite replayability.
- Er... you might give up easily.

OVERALL
Zen-balanced succulent gameplay. Sublime in single-player, supreme with friends – *TimeSplitters 2* belongs in your PS2.

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TIMELESS

THE ART OF AN ASSASSIN

THE HEADSHOT
Blood type "O" on white ceramic tile.
Specialist equipment: Desert Eagle
Produced in Malaysia 2002.

Donated by: Charlie Sidjan

PC CD-ROM PlayStation.2

HITMAN 2
SILENT ASSASSIN

IO Interactive

EIDOS INTERACTIVE

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WET IT BE: No, look at the water, though. It's really lovely. It's even better when it moves, and you can see the spray.

OUT UK now

KELLY SLATER'S PRO SURFER

It's Kelly's turn for the O_2 treatment – but is the brand looking washed out?

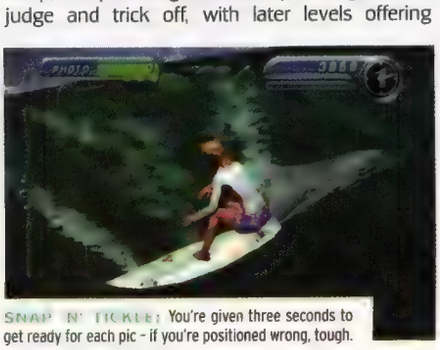
REVIEWER: Joel Snape

Ooh. Aah. That's nice. Gnnnf! Hrrgh! Jesus! Sorry if that sounds strange, but that's the conflict at the heart of *Kelly Slater*. It wants you to calm down, then tells you to hurry up. It plays tranquil music, then sticks a few urgent timer beeps on top. It's about a sport that's soothingly Zen, but it *needs* to be urgent and fast.

Fair's fair, though. They've tried. Look at that water, for a start. It's absolutely *gorgeous* – a shimmery, misty, reflective, salty glug that convinced one member of the office to book a beach holiday. It's much more than a soggy vert ramp, too, providing a constantly shifting mass to judge and trick off, with later levels offering terrifying tsunami and huge scoring potential. The structure's fairly sound, too – you're constantly unlocking new tricks and beaches, or adding to your stats and collection of boards, thanks to a lenient rewards-for-challenges system. Plenty of extraneous surf-dude footage links the experience perfectly, a laconic voiceover introducing each new beach.

The problem, then, isn't so much in the game dynamics as in the nature of surfing – and here, again, they've tried. Central to the combo system are the smooth transitions. 'Perfect' landings – ones that hit the same angle as the take-off – provide double the points and a chunk of Special bar. Combos are activated by frantically jabbing △ to do face tricks, maxing out the Special bar with an air grab, then landing into a face trick. And then jumping again. Floaters (grinding the top of a wave) and tube tricks add variety, although it's difficult to work them into a concerted combo. Once you get the knack of somersaulting onto the roof of the tube, then popping off it into a Darkslide, you'll find it's a decent system – but that's about it. With no 'lines' to look for, there's little to worry about except the height of the wave. There's the occasional *Hawk*-style gap, but the camera system doesn't lend itself to concerted pier-hurdling. Similarly, photo-op challenges are more reliant on luck than timing – if you're mid-jump when the tell-tale shutter appears on-screen, you've effectively blown your chance of a decent combo. Other surfers, body-boarders and lilo-perching fatties, aren't much more than an easily-dismissed annoyance – there's none of the exhilaration promised by FMVs of a platoon of surfers on a single wave. Most challenges simply involve hitting obstacles – again, largely invisible thanks to the camera – or nailing specific tricks. Though it's easy to keep ploughing through, there's none of *Tony*'s compulsiveness or *Tricky*'s exhilaration.

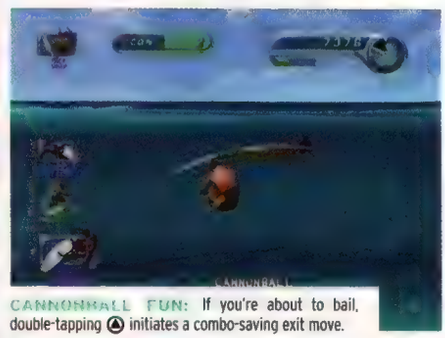
If we were angling to get a quote on the box, we'd have few moral qualms about calling *Kelly Slater* the best surfing game yet. But we're not – and anyway, the fact is, surfing still lacks the immediacy of skating, driving or hitting people. Not a bad thing when you're paddling about in a sun-spangled ocean, but less appealing for a quick pixelly adrenaline fix. **PSM2**



SNAP N' TICKLE: You're given three seconds to get ready for each pic – if you're positioned wrong, tough.

WAVE LEE TRAVIS: Stalling into the tube's an essential skill for mixing up combos. Balancing and doing specials gets tricky, mind.

PIER PRESSURE: You're given exactly one chance to do this each run – and if your timing's slightly out, it's impossible.



CANNONBALL FUN: If you're about to bail, double-tapping △ initiates a combo-saving exit move.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Carapace
- **PUBLISHER** Activision
- **GAME TYPE** Surfing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- Nine pro surfers.
- 14 beaches.
- Loads of video footage of crazy surfing types.
- 18 tricks, plus surfer-specific special moves.
- Music from Ben Harper and Pearl Jam.

INSIGHT

Surf lingo:
Log – a surfboard
Brah – Brother
Clucked – Afraid
Hiddie – Hideous
Tube – Cylindrical space created inside a wave

BODHI'S CHOICE

1 **KELLY SLATER'S PRO SURFER**
Easy to pick up, great at what it does, but still lacking the addiction of *THPS3*.

2 **TRANSWORLD SURF**
Lip-gnawingly hard – but with a flirty surf-lady towing you between waves.

3 **SUNNY GARCIA'S SURFING**
B-list drowned-at-birth rubbish with a surfing dog in it.

PSM2 VERDICT

GAMEPLAY
+ Imaginatively tackled combo system.
- Not much variety in the way of challenges.

GRAPHICS
+ Hypnotically lovely water.
- More horizon detail might have been nice.

SOUND
+ Restful surf-dude tunes at odds with the usual skate-thrash.
- Marred by beeps and polaroid shutters.

LIFESPAN
+ Accessible structure makes swear-fits pleasantly infrequent.
- You won't be competing to bust that million-point barrier.

OVERALL
Slickly-produced, hard-working water-borne fun that doesn't match *Tony* – or even *Mat* – for raw-thumbed appeal.

75
WATERLOGGED

THE ARTIST

OUT NOW!

HITMAN 2 - SILENT ASSASSIN

Enter the mind of a genetically-engineered assassin-for-hire, whose deadly efficiency is now needed more than ever. Lured back into a global ring of deception by a twisted Russian crime boss, he must kill not only to make a living, but to continue living. This time it's not just business, **it's personal.**

www.hitman2.com

HITMAN 2
SILENT ASSASSIN

IO Interactive

EIDOS INTERACTIVE

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OUT UK NOW

HITMAN 2: SILENT ASSASSIN

Bald, barcoded and bad to the bone, PS2's stone cold killer scores a bullseye.

REVIEWER: Martin Kitts

In the murky world of the professional assassin, you need a decent gimmick if you're going to get regular work. Hollywood has shown us there are more than enough gimlet-eyed death machines and sexy European femmes fatales to go around, but our hero in *Hitman 2* has some unique selling points: he has a number instead of a name and a barcode on his head. He's genetically enhanced. He lives in semi-retirement in a priest's garden shed.

When his wafer-munching pal is kidnapped by the forces of badness, 47 is officially back on the warpath in this comprehensively revamped sequel to a promising but flawed PC title. Although his aim is to discover the whereabouts of the good Father, 47 isn't averse to taking a few cash jobs from his former employers, and before the body count has hit double figures you know you're in for a truly memorable PS2 experience.

The beauty of *Hitman 2* is the freedom it gives you to invent your own route to the goal.

ONLY CHOKING: The garrotte's the basic weapon, but it's hard to use properly. You need to sneak up on your victim - not easy.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Io Interactive
- **PUBLISHER** Eidos
- **GAME TYPE** Action adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Dual Shock 2, Memory card

PlayStation.2

DETAILS

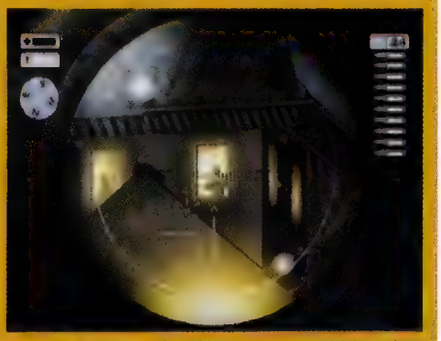
- Kill people, disguise yourself as a waiter in their clothes, and then kill all of their friends.
- Over 30 ways to waste naughty men.
- Switchable first or third-person camera.
- Freedom to improvise new dastardly assassination methods.

RUNG BLOOD: Climb on to the roof and pretend you're fixing the tiles - but the sharp suit and silenced shooters will fool nobody.

HAPPY DAZE

A hitman's life is filled with happy memories, as you might expect, but they say you never forget your first head shot. Whip out the rifle, aim, hold your breath, and just squeeze the trigger...

MAN SNIPES DOG: Stepping out from the cover of these trees will alert nearby snipers, and result in a quick death for 47.



WINDOW SNIPER: Stay hidden and you can watch 'em going about their business, picking them off at your leisure.

You can sneak around like Solid Snake, lurking in the shadows – if there are no shadows you can make some by cutting the power. You can disguise yourself as a delivery man, and stroll right through the target's security. You can pick the lock on a kitchen door and poison somebody's food. You can find a distant vantage point and snipe through a window. You can wade in like Rambo, shooting anything that moves. And you can do all these things in a single mission – it's about as non-linear as this kind of game gets.

Enemies will raise the alarm if they find anything suspicious, like a dead body, which is where the corpse-dragging feature comes in. You simply grab hold of a limb and manoeuvre the dead person somewhere they'll never be found. It's disturbingly realistic, much more so than *MGS2*, with floppy arms catching on corners, and bodies tumbling heavily down staircases.

INSIGHT

Oddly enough, The barcode on the back of 47's head is actually from a can of Mr Muscle oven cleaner (note: this may not be true).

NINJA SNAPS: As you get closer to the evil Yakuza bigwig, you'll encounter many of these deadly swordsmen. One hit and you're history.

BOSS HOG: This Mafia boss makes an inviting target. Getting this far without being spotted is the hard part...

"YOU'LL BE FORCED TO USE YOUR BRAIN AS FREQUENTLY AS YOUR GUNS"

Like *Max Payne*, the sheer wrongness of the subject matter will turn the stomachs of morally minded gamers, but anyone who enjoyed making guards wet themselves in *MGS2* will love its grisly authenticity. The graphics are about as good as they come, including a superb first-person view in which you can look down to see 47's body, as well as the shadows he casts on the walls.

Most importantly, it's brilliant fun. Sometimes the game gives the impression that tough problems can be solved simply by killing everyone in the level, but turn up the difficulty and you'll be forced to use your brain as frequently as your guns. Whatever you choose, you can always repeat any mission to try out an alternative approach, and more often than not you'll find that the many minor details and wandering characters aren't just for show – you can use them to achieve your objective in more subtle ways, and improve your rating from the shameful 'mass murderer' tag that the Rambo approach invariably earns.

The PC-style controls have been suitably adapted for PS2, utilising every button on the pad as well as pop-up menus, and are much easier to learn than you might expect, while the console handles the huge levels and complex AI without a stutter. The biggest surprise is that it's the game the original PC *Hitman* should have been – if that means nothing to you, then *Hitman 2* will prove even more enjoyable coming as a completely unexpected treat. Don't miss it. **PSM2**

Hitman 2 is already in the s

PENGUIN SHOOT: Once the guards know where you live, just whip out a shooter, flip into first-person, and treat it like a nasty FPS.

HIDE STEP: Soldiers won't realise you're a hitman. The fools.

SNIPER'S CHOICE

1. **METAL GEAR SOLID 2** – A dose of tense stealth action and incredibly huge cutscenes.
2. **HITMAN 2** – Almost as good as the best - non-linear, good-looking and as bloody as you want.
3. **THE THING** – Find out what happened to Kurt Russell at the end of the movie. Not entirely pleasant.

PSM2 VERDICT

GAMEPLAY
+ Many different ways to complete each mission.
- Sometimes overwhelmingly big.

GRAPHICS
+ Smooth, realistic and atmospheric.
- Streets can be a bit empty.

SOUND
+ Entertaining voice acting and excellent spot effects.
- It's better with the music turned off.

LIFESPAN
+ Collect all the weapons and try new tactics.
- Not too hard to finish on 'normal' difficulty.

OVERALL
A rock-solid, free-form adventure that's an expertly designed blend of stealth, shoot-outs, exploration and puzzles.

89

SHARP SHOOTER

NO DRAINER: Bodies never disappear, so you can stash 'em down the sewers for a huge theatre of gore among the floaters.

GLAIVE ME ALONE: This posse of oblivious ravers is perfect for the can't-move-while-it-charges tool.

OUT UK NOW

BLADE 2

Wesley raises the stakes and comes up with a game that's strictly for suckers...

REVIEWER: Joel Snape

Wasn't Blade 2 brilliant, eh? Practically *designed* to be a videogame, almost, what with the vampires conveniently disappearing as soon as they were dead, and those UV smart bombs and everything. And then there was that bit where Blade had to find four switches scattered through a deserted car park, and he used the same catchphrase on four different bad guys, and... ahh. Bugger.

Blade 2: The DVD Tie-In, then. It's mindless – no complaints about that. If anything, it might have been worth taking the switches out to ease the flow of play. It's nothing more than a series of fight scenes – and again, that's fine. The film was the same, and *State of Emergency* proved that relentless blood-letting's ample entertainment for a long weekend. It's also self-consciously inventive – and that's where the trouble starts.

It's all about control. In an attempt to recreate the freeform bludgeonry of the film, Blade's close-combat attacks are directed with the right analogue stick. Doing them 'rhythmically' – ie, slowly – is the key to combos, which build up Blade's Blood Rage meter. But although flicking the analogue to deal a sideways slap out as you sprint along is satisfyingly intuitive, dealing with crowds *isn't* – your instinct's to bash the controls as fast as possible. It also means you can't adjust the camera – not helpful early on, when huge trucks are coming at you from behind.

Other control problems simply don't make *sense*: although Blade can somersault five feet in the air, he can't clear a car bonnet, shoot mid-leap or even – gnuk – throw the Glaive while he's moving. Stick in some idiotic bad guys, mindless repetition (go on, Blade, say "Mmm... exciting" *just once more*) and some vast expanses of enemy-free scenery to traverse, and you're left with something just as daft as the film, but without the CG-abusing fun. Pity. PSM2

Blade, cleverly, is already in the shops.

TERENCE VAMP: Hitting people in front's easy enough – but there's no easy way to do combos on opponents who're behind you.

INSIGHT

- Wesley Snipes' well-documented obsession with Sun Tzu (think The Art Of War) surfaces in the form of Blade quoting "Keep your friends close, and your enemies closer" every ten seconds.

DAYSTALKER'S CHOICE

1. **DEVIL MAY CRY** Guns, swords, big metal mittens and lots of bloodshed – done with typical Capcom flair.
2. **STATE OF EMERGENCY** Relentlessly paced, frantically mental and shamelessly depraved.
3. **BLADE 2** By-the-numbers hitting that doesn't capture any of the film's intensity.

INFO

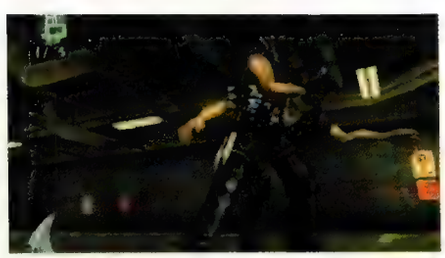
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Mucky Foot
- **PUBLISHER** Activision
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 player, DualShock 2, Memory Card

PlayStation.2

DETAILS

- Weapons include shotguns, Glaives, pistols and swords.
- Unholy Rage powers, including Sword, Shield and instant kills.
- Blade 2 DVD trailer.
- Trailer of *X-Men: Next Dimension*.

STEEL THE NOISE: The sword rage is perfect for crowded rave clubs. In real life, too. Not that we're condoning it.



STAKE ON ME: Ooch. Blade's dozen or so finishing moves are entertainingly gruesome the first couple of times.

PSM2 VERDICT

GAMEPLAY
+ The idea is spot on. And the control system's a brave step.
- Unfortunately, it doesn't work

GRAPHICS
+ Satisfying set-piece head-staking moments and sword rages.
- Functional and shamelessly repetitive level design.

SOUND
+ Well, the music in the club certainly helps your bloodlust...
- Wait until the 50th snappy catchphrase.

LIFESPAN
+ It's really, really hard.
- But you won't put up with it for long.

OVERALL
All it needed was 60 vampires on screen at once, faster controls and things to throw around. And possibly more weapons. *Sigh.*

51

LIFELESS

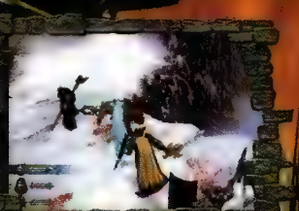
LEGION
THE LEGEND OF EXCALIBUR

LEGENDS AREN'T BORN.

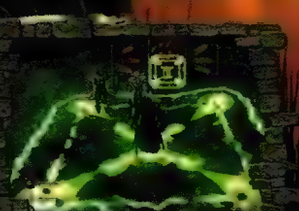
THEY'RE FORGED.

LIVE THE LEGEND OF KING ARTHUR.

Sword Preview @ www.legion.midway.com



EPIC ACTION LETS YOU SLASH YOUR WAY TO VICTORY AS KING ARTHUR, WHO WIELDS EXCALIBUR IN A RUTHLESS CRUSADE THROUGH HEROIC BATTLES.



CAST MIGHTY SPELLS AS MERLIN, THWARTING EVIL WITH MAGIC AS THE LEGEND UNFOLDS WITH LEGION'S ROLE-PLAYING EXPERIENCE.

INTENSE STRATEGY IS THE KEY TO VICTORY AS FOUR TROOPS LAY SIEGE TO ENEMY FORTRESSES AND HELP RESTORE GLORY TO THE KINGDOM OF CAMELOT.

PlayStation 2

MIDWAY

www.midway.com

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OUT UK OCTOBER

SHOX

Shox. We can see what you did there, with that X spelling. Clever...

REVIEWER: James Carey

PSM2's wetting itself, sweat-slicked hands clutching our controller three seconds before a race that'll only last three seconds (ish). Why? Because we've got £100,000 and a shiny new Porsche riding on this. If you're one of those gamers who play a title solidly until you've unlocked everything, then *Shox* might seem attractive. Basically it's about collecting things and therefore is, in some respects, for anoraks.

On the surface, it's a passable arcade rally game. One with a few gimmicky cherries on top, true, but nothing to get too excited about. Those cherries come mainly in the form of the eponymous 'Shox'. Each stage contains three splits or Shox Zones. When you drive through a Shox Zone, a meter pops up and begins ticking away through three grades – Gold, Silver and Bronze – with your objective being to reach the other side of the Zone as quickly as possible. If you get a Gold rating for all three Zones, a hazy Shockwave appears and starts rolling down the track, rather like the quake weapon in *Wipeout* or the sound barrier in *Extreme G Racing 3*. You've then got to ride the wave. The longer you stay in it, the more cash you make.

And it's cash that this game is all about. In order to collect those shiny cars, you need to gamble your hard-earned. This is where things get punishing. You see, gambling for a better grade of car requires large amounts of money, the kind of money that takes a fair while to amass. You then get one shot at beating the car you've gambled for in a race, and if you win the race you get the car. Pretty cool, but your opponent gets a head start and the races are about 30 seconds long, making a win very tricky indeed.

The challenge this provides is welcome though, because the rest of the game is pretty easy going.

The road surfaces make little difference to the way the cars move, the performance changes between the cars themselves is minimal, and driving is very much a floaty, arcade experience.

But it's not all bad. Graphically it's very tidy – smooth framerates and nice lighting effects show off the fully licenced cars very nicely. Sound is an arcade cacophony of engine thrum, high-pitched commentary and blaring special effects. But is it any good? Well, that depends on what you ask of it, to be honest. If cleverness fails to impress, and technical prowess is outside your good-game criteria, then *Shox* is good enough for you. So why did we get all excited about gambling for that Porsche in the intro? Like we said, it's for Collection Anoraks. Anyone want to see our Star Wars Pog catalogue...? PSM2

Shox is out in October

SURE BEACH WALKING: The action is impressively smooth, but the handling lacks finesse – all the road surfaces feel similar.

INSIGHT

Crashing highlights the arcade physics of *Shox*. Heavy impact bounces your car around like a rubber ball on a bat with a short elastic.

INFO

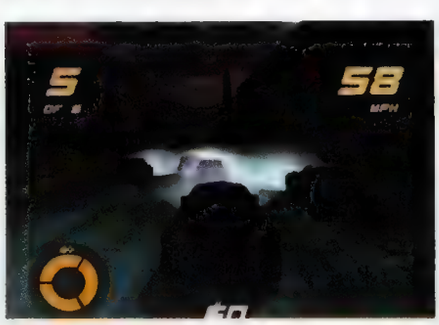
- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Arcade Racing
- **PRICE** £39.99
- **ESSENTIALS** Memory Card, Dual Shock2

DETAILS

- Three environments: Jungle, Snow, and Desert. Seven stages per environment.
- Gambling for cars with hard-earned cash.
- 24 licenced vehicles. Four players. Six cars per race. Three laps in each race.

BANGERS AND CASH: You can gamble your greenbacks on the outcome of a race, thus halving the price of buying a new motor.

"BASICALLY IT'S ABOUT COLLECTING THINGS AND, THEREFORE, IS FOR ANORAKS"



LUMINOUS SHOX: You'll need a perfect run to claim Gold over the Shox zones – win three in a row to earn a speed boost.

ACME CHOICE

1. **WORLD RALLY CHAMPIONSHIP** Looks and handles brilliantly. Exactly what you want from a rally game.
2. **SHOX** Looks like a featuresome arcade rally feast. Tastes like economy microwave lasagne.
3. **MASTER RALLYE** Fun-but-flawed rally game that smacked of an early release.

PSM2 VERDICT

GAMEPLAY
+ Both in-game and peripheral goals to strive for.
- Bland as a driving game in the pure sense.

GRAPHICS
+ Nice lighting and slow motion effects (á la *Burnout*).
- Dull, overused environments and a severe lack of variety.

SOUND
+ Nice engine thrum and Shox Zone rumble.
- One of them horrible high-pitched Yank commentators.

LIFESPAN
+ Oooh it'll take you ages to collect ALL those cars...
- ... But once you do you'll never play it on your own again.

OVERALL
Once your collection of cars is complete there's nothing to come back to. *Shox* fails to show off enough to make it a must-have.

61

STOCK SHOX

OUT UK NOW

MADDEN 2003

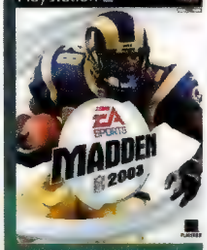
The Madden crowd are back to teach us the merits of thinking tic-tactically.

If only EA could nail proper football like they do with the shoulder pad-enhanced American stuff. Because when EA put together a *Madden* game, everything fits so sweetly. The multitude of options, the playing rosters that include up-to-date injury info and the gameplay, which is as tight as a raisin and sweet as a nut. But American Football, with its tightly choreographed segments of action lends itself perfectly to videogames, whereas 22 men kicking a ball around doesn't. Shame.

FEELING HUT, HUT, HUT: The helmets get shiner and the movements get smoother, but the game's fundamentally the same.

INFO
- DEVELOPER: Tiburon
- PUBLISHER: EA
- GAME TYPE: American Football
- PRICE: £44.99

PlayStation.2



DETAILS
- A multiplayer for up to four players.
- An eight game mode.
- A tutorial, with help from John Madden.

After 13 years of annual instalments, we should all know that *Madden* games are the best 'grid-iron' titles around, so the question is, what's new? Well, apart from the roster changes and expected graphical tweaks, there's the brilliant Create-A-Playbook mode. This enables you to create your own offensive and defensive plays and then try them out immediately. While this was probably designed to satisfy tactics nerds in the US, it offers those of us back in Blighty who can only begin to guess what a quarterback is, a chance to get to grips with the nooks and crannies of what is, underneath the body-armour, a mentally challenging game. And you *do* learn – mainly by your mistakes, but still...

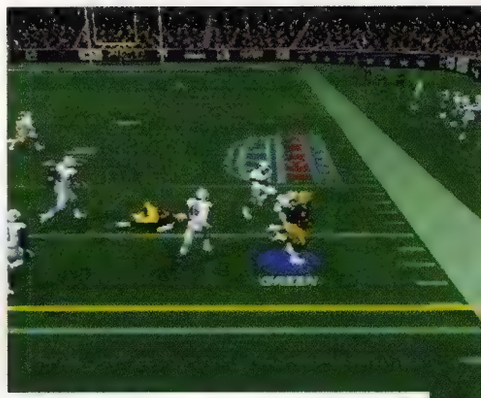
What *Madden* is so great at is presenting a game with immense depth about a complex and alien sport, but still make it accessible to the complete novice, and that's why it deserves such a high score and our respect. Even if it is just rugby with helmets. **PSM2**

OVERALL
Almost a lesson in how to make the definitive sports simulation. You can just feel the width *and* the quality.

88

HAIL MARY

QUARTERBACK IN BLACK: The tactics editor's ideal if you don't know your shotguns from your fourth downs.



TACKLED PINK: Shame Midway's *NFL Blitz* isn't coming to the UK – it's the *Red Card* of American Football, hence great.

OUT UK NOW

STREET HOOPS

White Men Can't Jump... but they can play videogames.

Forget, if you can, the pansy world of the NBA – if you want basketball with edge and attitude, then it's playground b-ball you want. A sport played by men you wouldn't want behind you at the cashpoint.

The idea here is to create a game that's a step away from the uptight simulation of the *NBA Live* games, but not to the extremes of *NBA Street*. So the loose rules of the backstreet court apply – and so do Newton's ideas about gravity.

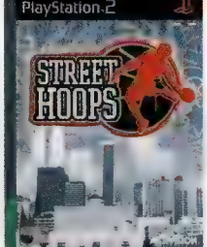
Before you get to basketball though, there's a layer of street culture decoration to pluck through as Black Ops have layered on the ambience pretty thick. There're sports shops to visit to customise your players, a tattooist that can add attitude, and even an illegal bookie's where you can bet on the match. All very nice distractions and very 'hip-hop' – but presentation isn't the problem with *Street Hoops*. In fact there's not much wrong with it at first glance – the animations are tight, the graphics are convincing and the camera which swings round with loss of possession so the offensive side are playing up screen works well.

The problem lies with the game's physics. As the emphasis is on pulling off-the-fly moves, with just a squeeze of R1 and any action button each baller can body-pop with the ball, make it disappear up their sleeve and bamboozle the opponents in a blink of an eye. Brilliant, look at me, I'm Larry Bird. But then try the simple stuff, basic defence, blocking and even picking up a loose ball and the game doesn't want to know. Now you're Dickie Bird. It's this imbalance in the gameplay that turns a potential winner into one of the B-ball also rans. Shame. **PSM2**

BALL OR NOTHING: The Bayou setting's eerily reminiscent of Shaquille O'Neal 'classic' Blue Chip. Yee-frickin'-haw.

INFO
- DEVELOPER: Black Ops
- PUBLISHER: Activision
- GAME TYPE: Basketball
- PRICE: £39.99

PlayStation.2

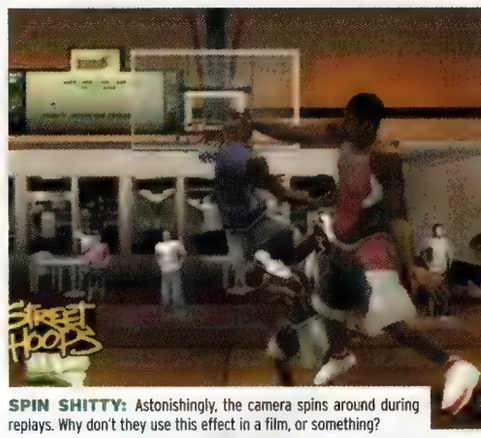


DETAILS
- Features real street legends, including Half Man Half Amazing, Hot Sauce, Speedy Williams, The Future, Booger Smith, Main Event, AO and Headache.

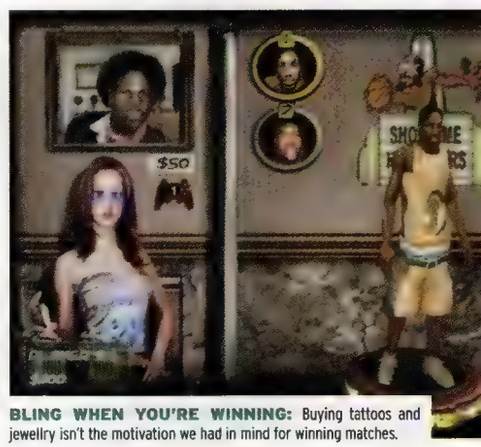
OVERALL
Tightly packaged and presented, but treads the awkward middle line between arcade and simulation and comes off worse for it.

64

DENIED



SPIN SHITTY: Astonishingly, the camera spins around during replays. Why don't they use this effect in a film, or something?



BLING WHEN YOU'RE WINNING: Buying tattoos and jewellry isn't the motivation we had in mind for winning matches.

"Quite simply, it's GT3 on bikes"
PSM2

RS

RIDING SPIRITS

Conquer the streets from the saddle of the fastest two wheeled machines on the planet. Ride Kawasaki, Yamaha, Honda and Suzuki through the toughest street tracks across the world. Improve your bike as you win and take your rider to the extreme edge of competition in this, the most accurate motorbike racer ever created.

OUT NOW

PlayStation.2 Spike bam!

OUT UK 4TH OCTOBER

THIS IS FOOTBALL 2003

Champions League, or a half-hearted run for Sony's homegrown squad?

REVIEWER: Kevin Redding

Unlike the Premiership's unholy trinity of title chasers, here on PS2, it's definitely more of a one horse race. *Pro Evolution* is virtually guaranteed to cruise to the top spot every season, leaving its would-be rivals scrapping for second place. *TIF* just edged ahead of *FIFA*'s offering to become PS2's second best footie sim last season, but will it be able to repeat this feat for a second time?

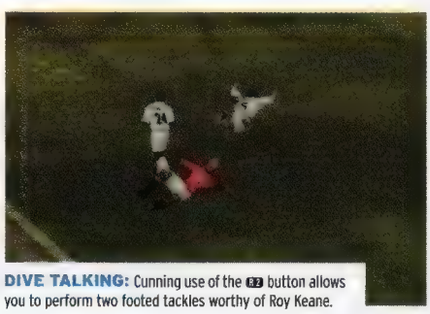
Stepping out on to the pitch, little has changed; *TIF* plays much the same as it did last year. But while there's been little innovation in this department, new facilities allowing you to bring out your goalie and get defenders to close down marauding forwards (both borrowed from *Pro Evo*, incidentally), definitely give you more control. It's off the pitch however, where *TIF* seems have concentrated most of its important advances.

Undoubtedly the most comprehensive (non-management) football game, *TIF* now boasts over 400 teams. In addition to every major national side, the top divisions from Argentina to Scotland are also featured here. Spain, Italy and England each have several lower divisions too.

The game's finest off-field facet is its transfer system. In Season mode your team starts off with a million in the bank to invest in new players, while revenue can also be generated from home gate receipts and selling your players to rival clubs. Here you can check out all of the game's clubs, narrowing down your search by specifying criteria, such as cost, age and position. The only flaw with this, is that any player can join any club, if the price is right. If Wrexham put in a high enough bid for Ronaldo for example, then he'll be playing at the Race Course come Saturday.

While not as showy as *FIFA* and less skillful than *Pro Evo*, *TIF 2003* excels in the backroom department. As much a management sim as a playable experience, *TIF*'s combination is well worth a look. Second place is assured for yet another season on this solid performance. **PSM2**

TIF is in the shops any day now...



DIVE TALKING: Cunning use of the L2 button allows you to perform two footed tackles worthy of Roy Keane.

INFO

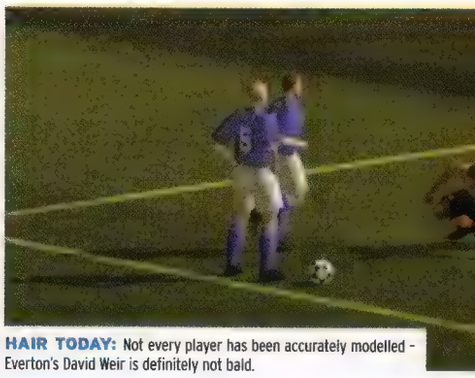
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Team Soho
- **PUBLISHER** SCEE
- **GAME TYPE** Football
- **PRICE** £40
- **ESSENTIALS** 1-8 players, Memory Card, DualShock 2, Multitap

DETAILS

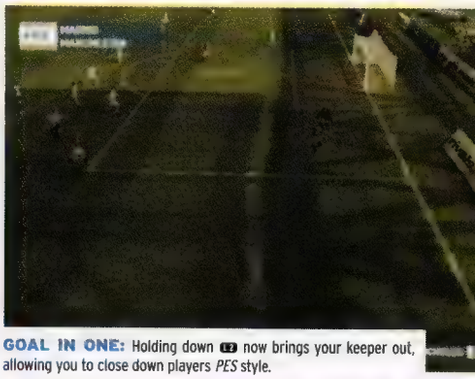
- 42 National sides.
- 22 different leagues.
- 70 tournaments.
- Over 200 accurately (ish) modelled players.

INSIGHT

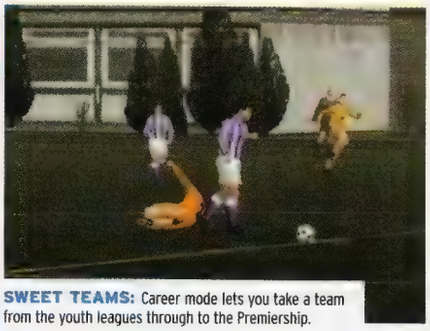
In the same year that England held the World Cup aloft, Everton won the FA Cup, while arch rivals Liverpool were League Champions.



HAIR TODAY: Not every player has been accurately modelled - Everton's David Weir is definitely not bald.



GOAL IN ONE: Holding down L2 now brings your keeper out, allowing you to close down players *PES* style.



SWEET TEAMS: Career mode lets you take a team from the youth leagues through to the Premiership.

DIXIE DEAN'S CHOICE

1. **PRO EVOLUTION SOCCER** Indisputably the most beautiful football game known to man.
2. **TIF 2003** Plays a more than reasonable game of football, but excels as a player-manager game.
3. **FIFA 2002** A gaming version of ITV's Premiership - plenty of bells and whistles, but totally lacking in substance.

PSM2 VERDICT

GAMEPLAY
+ Plays a solid, dependable workman-like game of football.
- Very little has changed in this department since last season.

GRAPHICS
+ Some smart visual touches, like player breath in wintry games.
- More than a few player models are just plain wrong.

SOUND
+ Plenty of club specific chants and a decent commentary.
- The chants sound like they were recorded in a toilet.

LIFESPAN
+ A vast amount of competitions and international leagues.
- Not enough on-field innovation to keep things interesting.

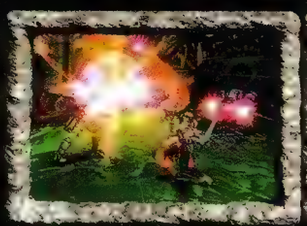
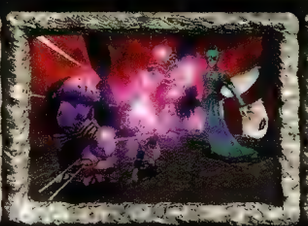
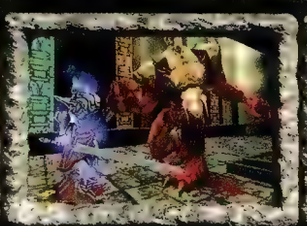
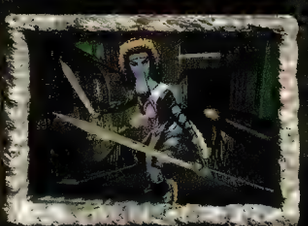
OVERALL
Superior to *Pro Evo* in terms of clubs, competitions and transfer dealings, but on the field there's little to trouble Konami.

74

STAT-TASTIC

YOUR QUEST...

TO AQUIRE THE GIFT OF SUMMONING

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OUT UK NOW

NHL HITZ 2003

Sick of good gamesmanship and decency in sport? Good. Get padded up, you're on the ice in five.

Oh look, after a recent dearth of ice hockey games, like those infamous buses, two have come along at once. This one, the latest in Midway's violent series, is one big, stubbly bastard. The sort of game that'd run over your foot, then skate off laughing.

Rather than packing out the ice with a full hockey side, the four-on-four format means each short, snappy game is a furious set of three adrenaline-stoking periods, each filled with the relentless snap and crack of men hitting puck, ice and each other. There's a Hockey School to hone your burgeoning skills, stacks of minigames for a bit of a laugh, and various Exhibition match options. But it's the career mode – Franchise – which will keep you coming back for more, as you progress, build up your team and aim for greatness and maybe even a tilt at the Stanley Cup, the hockey equivalent of the Premiership.

The computer AI is excellent, with the goalies, in particular, worthy of praise. You can't get away with just walloping slap shots at them – they'll stop 'em every time. Nah, you'll have to use skill, cunning and a dash of guile if you want to beat these boys. The rest of the team are also impressive, with beefy defenders, centres who poke the puck away just as you wind one up and wingers who'll flatten you against the boards. This is addictive, ice-cool fun, highly recommended for anyone who fancies a sports game which doesn't just ponce round the locker room, but heads straight for the bone-breaking action. **PSM2**

INFO
DEVELOPER
PUBLISHER
GAME TYPE
PRICE

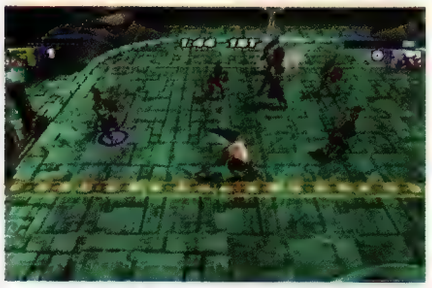
DETAILS

PUCKING A PUNCH: The angry young men of the NHL are up for a bit of rough on the smooth ice.

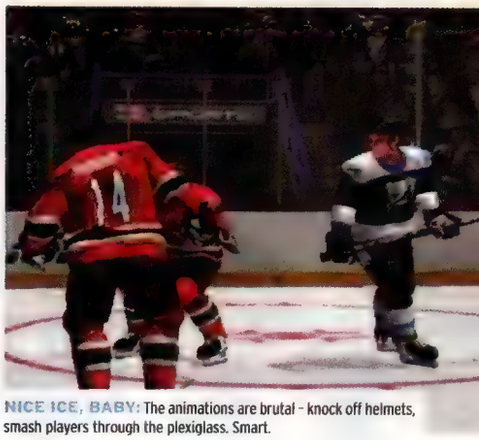
OVERALL
If you want a solid-hitting hockey game which comes up strong in every department, you cannot do better.

80

HAIL MARY



THE SKIDS ARE ALL RIGHT: Even the surface of the moon is ideal for a spot of ice hockey, it seems.



NICE ICE, BABY: The animations are brutal - knock off helmets, smash players through the plexiglass. Smart.

OUT UK NOW

NHL 2003

What's slicker than ice, smoother than a puck, and shinier than a skate blade? Go on. Guess. Go on.

Oh *God*, what to write here. You're smart people, you know what EA games are like, and we know that, in your heart of hearts, you already know what we're going to tell you about *NHL 2003*.

We could tell you about how the game is an accomplished and impressive videogame recreation of NHL ice hockey, but you've probably guessed that already – EA would *never* skimp on that front. Or we could mention the way the game features an easy-to-use interface and a versatile set of options to tinker with to make your gaming experience just so. Don't they always? We should tell you that there's nothing spared, no stone left unturned in an effort to create the perfect facsimile of the real thing. Of course. Perhaps we could even mention the commentators, and how quickly we loathed the chirpy, inane verbal mulch they spout incessantly. And you'd nod knowingly.

In many ways, *NHL 2003* is a wonderful, accessible piece of work, with simple menus and clinical gameplay. No, you could never grumble about EA chucking out a half-finished product.

But, after the initial impression fades, you're left with a Tin Man of a game, all shine and no heart. In their bid for style over substance, EA seem to have lost the ability to make a title people want to play. This is the Planet Hollywood of the games world, a Teflon-coated creation which bypasses passion in a bid to create a perfect product. No spark, not much fun. **PSM2**

INFO
DEVELOPER
PUBLISHER
GAME TYPE
PRICE

DETAILS

SKATE OF THE NATION: Every NHL team, national and all-star side is included. Plus, there's a couple of classic bonus teams, too.

OVERALL
For how much longer can EA keep churning out these shiny, slick, soulless games before the Great Unwashed get the message?

69

DENIED

PUCK YOU: There's a certain emphasis placed on physical contact in this game. Which we like.

GOLLY, HOCKEY STICKS: After an infringement, it's time to restart with a clash of sticks in the face-off.

TAZ LUHRMANN: Each level you get a *Tony Hawk's*-style flyby, showing you the Wanted posters.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Blitz Games
- **PUBLISHER** Infogrames
- **GAME TYPE** Platformer
- **PRICE** £39.99
- **ESSENTIALS** Memory Card, Dual Shock2

DETAILS
- Four worlds. Three levels per world.
- Tweety, Sylvester, Wile E Coyote, Daffy Duck, etc.
- Different Taz 'costumes' in each level.
- Bloody annoying Taz Catchers.

OUT UK 18TH OCTOBER

TAZ: WANTED

Now, without being rude, may we suggest that you Spin On This?

REVIEWER: James Carey

Taz: An angry, sociopathic, vicious little furball, or a cute, misunderstood rebel? Either way, the little devil from down under is a great character, but can he *really* carry a PS2 game?

The first thing you notice about *Taz: Wanted* is the quality of production. From the smooth framerates to the cel-shaded shadows, the end result assures you the developers cared about this one. Little polished details, like the way the music changes pace from a bouncy ambling backbeat to a chunky metal guitar riff when Taz goes cyclonic. Or the way you can *almost* pull free of a guard's net when you get caught, but not quite.

The graphical excellence is evident. Cel-shading's a wee bit en vogue at the moment, but it's only natural within the Looney Tunes world. The Blitz team have captured the 2D origins and poked an extra dimension into them flawlessly.

There are four worlds, each with three environments that range from winter wonderlands to hushed museums. The objectives are more challenging than you might expect. You're trying to destroy seven Wanted posters in each level, all of which require thought to reach. The blend of platforming and puzzle-solving can be frustrating, but only enough to evoke that niggling "I'll just try it once more" feeling.

What's impressive is the genuine comedy. You'd expect pale imitations of the Warner genius but, surprisingly, Blitz have dropped an anvil on the head of the sceptical. Every puzzle has a funny solution, every enemy a humorous demise.

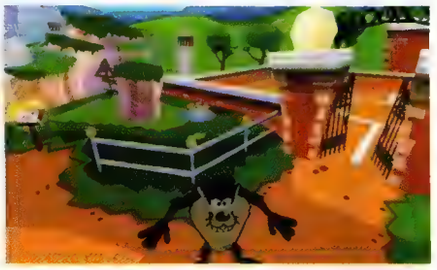
Which leads us to another interesting point. In *Taz: Wanted*, you can't die. True to its cartoon roots, a boulder on the bonce or a hole through the chest will only result in temporary incapacity. The black closes in, it pulls away again and Taz is OK. This encourages experimentation, as you'll then try moves that you would normally dismiss as obviously deadly.

Taz: Wanted's...fine. *Just* fine. Fun for a bit. Workmanlike. It's not going to last you forever, which is OK for casual laughs, and the gameplay is a tad repetitive, but only if you play it for hours at a time. In short bursts these small problems vanish and leave behind a fairly entertaining platformer. And that's all, folks. PSM2

Taz fffrt due out tffrt this month

SPIN NUMBER: It's not all about spinning Crash Bandicoot-style. (Spinning, see?) Collect ten 'disguises' to hide you from Yosemite Sam.

INSIGHT
- The character of Taz was originally created because the animators based at Warner had, according to them, "Drawn everything else already!"
- There was a three year gap between the airing of the first Taz cartoon and the second.



HIT THE HUB: After you've completed all the levels in a zone, a Boss game is unlocked. Through these gates lies Elephant Pong...

ACME'S CHOICE

1 **JAK & DAXTER** Best platformer. Massive, gently enthralling and fantastic fun.

2 **TAZ: WANTED** Great fun for a quick platforming fix. High quality animated antics with Taz and the gang.

3 **CRASH BANDICOOT: THE WRATH OF CORTEX** A next-gen rehash of previous PSone glories. Tedious.

PSM2 VERDICT

GAMEPLAY
+ Fast, thoughtful, and experimentation is encouraged.
- Somewhat repetitive if played for more than a short while.

GRAPHICS
+ Brilliantly implemented cel-shading with nice details.
- A little samey in places – more variety would be a bonus.

SOUND
+ Very slick changes to suit Taz's actions. Taz love rock 'n' roll!
- Again, it gets really repetitive over long periods.

LIFESPAN
+ Four worlds, three levels in each, one boss per world...
- ...but you never die, so you'll crack it soon enough.

OVERALL
Pulls off exactly what it aims to and then gives you a bit more. Great for dipping into, but steady play will wear it thin.

70

FANTAZTIC

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INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Driving
- **PRICE** ¥6800
- **EXTRAS** Two players, DualShock 2, Memory Card

DETAILS

- Two modes of play: Arcade and Garage Life.
- 11 different makes of motor.
- 60 different cars.
- 14 tracks.
- Infinite paintwork customization options.

AUTO MODELLISTA

Do we need another driving game? Well how about the first ever cel-shaded driving game! It's The Fast and The Furious meets Disney Time...

REVIEWER: Daniel Griffiths

So if Gouraud shading is named after its inventor Henri Gouraud, as we suspect it is, then allow us to pass on our compliments to Mr Cel. Texture mapping and lens flare work their asses clean off trying to make games look real, but Mr Cel's amazing shading blows the blag with all the class of a Golf Sale sandwich board.

Thanks to the proliferation of woodland cuddlies in today's games, cel-shading is ideal for popping up your platformer. But racing games? Besides doing something unpredictable and original, there's literally zilch point in making a cel-shaded racing game.

For a kick off, by ditching the textures you lose much of the impression of speed – grainy asphalt and grimy buildings become flat grey shapes. Corners are harder to spot as you peer into the chunky vanishing point trying to make out which way that flat lump of colour is going to turn. Trackside detail becomes a garish mush of squares and triangles, and that most evil of PS2 gremlins, the jaggy, makes an unwelcome return, shimmering at the edges of every sharp geometric shape.

SKIDS IN THE HALL

So, not a good idea for a driving game then. So much so that they then have to add features and fixes in order to make up for it. To compensate for the loss of detail, the screen constantly flickers with cartoony whiz lines and your tyres glow with random white flashes as they loose traction. So you can actually see when your tyres are slipping. And corners are flagged up by retard proof rally-game arrows which helpfully tell you which way to turn before you're able work it out with the usual brain-plus-eyes combo.

"THERE'S ZILCH POINT IN MAKING A CEL-SHADED RACING GAME"

FANTASTIC DAY They've even gone to the trouble of making cel-shaded rain, but don't expect a realistic change to the handling.

IMPACT POINT

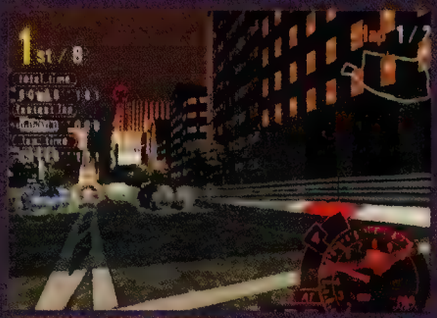
Despite looking like an out-take from 'Huckleberry Hound's Carjack Capers', the cars featured are all totally authentic. Car-azy!

REAR WINDOW: The rear view option dishes up scenes that could be lifted straight from your favourite '70s cartoons.

"MODELLISTA SEEMS TO ACTUALLY WANT YOU TO ENJOY YOURSELF"

And Capcom's quirky disregard for realism doesn't end there. Unlike *GT3*, where your car will happily spin out should you happen to mismatch your speed and traction, *auto modellista* seems to actually want you to enjoy yourself. Ricochets with walls helpfully correct your orientation, and nudges from other cars usually only serve to get you back on course. Despite many of the in-game cars having already put in an appearance in *GT3* you'll find their handling totally different here. Ease of use and satisfyingly obvious gameplay are *modellista*'s prime directives, with a handling model so simple you feel as though you're driving the scenery past the car rather than struggling to keep three tons of hurtling metal delicately perched among it.

Most of the fun is to be gleaned from the quick 'n' easy arcade mode, but should you wish you can go totally So Solid in the Garage Life mode. *modellista*'s version of *GT3*'s Gran Turismo. You can buy cars and parts (although no hard cash actually changes hands here – new options are unlocked instead) and there's the usual nesting of events (unlocking further fun – depending on how well you drive) but there's not as clearly a defined path to greatness. If you want genuine auto anal exploration then you know where to go.



DRIVING MISS CRAZY: The replays are quite superb, allowing you to enjoy those amazing graphics to the full.

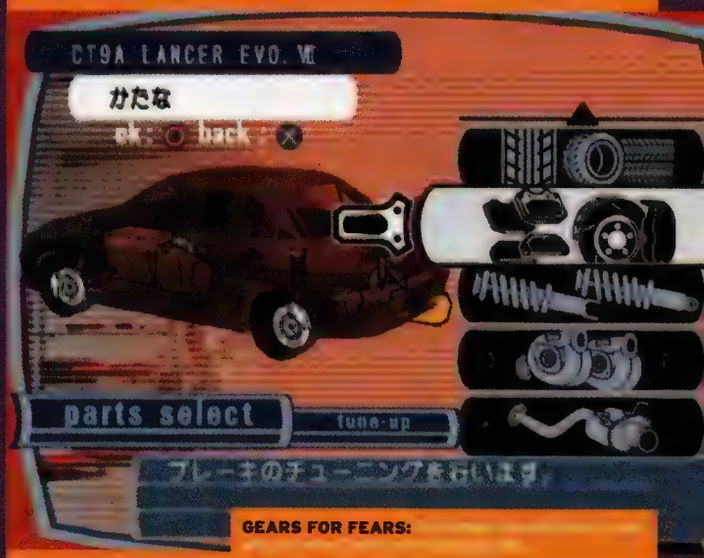
HOUSE OF BRAIN

That said, *GT3* could learn a thing or two from *modellista*'s rough and ready fender rubbing AI. These cars genuinely want to compete with you rather than merely lining up for you to drive ▸

SPARK YOUR ARSE HERE: The other cars barge you and scrape your motor exactly like *GT3*'s robotic motors don't.

SPRAY THAT AGAIN

While the genuine car tuning options are rather cursory, the options to tweak the colour and design of your car's bits are limitless – and that's where the fun lies. You can even design your own decals and plaster them all over your car if you so wish.



GEARS FOR FEARS:

COLOUR ME BAD:

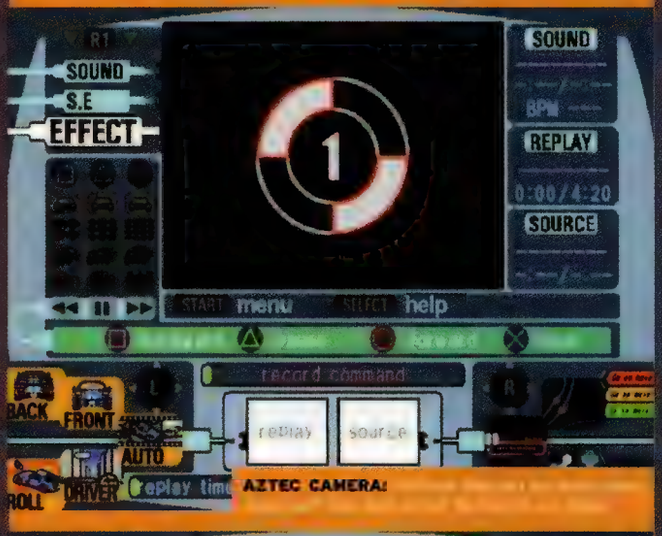
PLATES OF MEAT:

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

EXTENDED REMOULDS

You know those rubbish video studios you get in *eJay* and the like? Well there's one in *auto modellista*. Load in a replay and mix it up like you're off your box on Uncle Fester's Revels.



THE SKIDS: Collisions and skids are marked with bright flashes and sparks, giving a very real sense of impact.

MADNESS: It's almost impossible to spin your car out. The game wants you to keep driving at any cost.

INSIGHT

■ As a company famous for its beat-em-ups and the multi-million selling *Resident Evil* series, *auto modellista* is Capcom's first foray into the driving game.

▸around, and can be seen in the rear-view mirror having their own internal battles. It's just a shame that the mooted network play and chatroom features will be completely removed for the UK version due later this year. Blame Sony for that, though, not Capcom.

So *modellista* carves itself a unique little niche in PS2-dom. It's a great deal friendlier and easier to master than the draconian competition, and its looks – should you take a shine to those comic book stylings – are quite simply unique. The realistic range of cars and tuning options (which unfortunately stop a little short of *GT*'s encyclopedic tweakings) are at odds with a racing game that's even more arcadey than *Ridge Racer*. Like its detail-sapping graphics, every party-pooping hint of realism has been videoblitzed into oblivion, leaving a game that's very fast, very good, and very... fun.

Split-screening two-player action provokes the necessary thrills and death threats you'd expect, but it's that distinctive styling that'll win over most of *modellista*'s fans. Everyone who looks at this game likes it, but you have to be a bit special to love it. **PSM2**

auto modellista hits the UK next month.

VIN DIESEL'S CHOICE

1 **GRAN TURISMO 3**
The daddy of all PS2 driving games. Flawless apart from its robotic AI cars and anoraksic attention to detail.

2 **AUTO MODELLISTA**
The best arcade racer – with all the stupidity and lack of realism that requires.

3 **RIDGE RACER 5**
Some jaggy graphics, limited options, paltry tracks and unrealistic handling spoil the fun somewhat.

PSM2 VERDICT

GAMEPLAY
+ Quick fix arcade handling that wants to make you happy.
- Above as realistic as Monkey Island.

GRAPHICS
+ The most distinctive racing game ever made.
- Lack of detail shonks up the driving experience.

SOUND
+ Cheerful, cheerful commentary and barmy music.
- Sounds like a crazy Japanese videogame.

LIFESPAN
+ More rewarding and option-packed than *Ridge*.
- Less rewarding and option-packed than *GT3*.

OVERALL
The PS2's best arcade racer. But, like *GT Concept*, it feels like half a game compared to *GT3*. It's prawn crackers to *GT3*'s oriental banquet for two.

80

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CERTIFICATE PG
PRICE £19.99

Looking back on Tron now, it's easy to laugh. With computer-generated effects becoming ever more complex, and audiences expecting the next big movie to top the rest, what were once groundbreaking visuals now seem quaint. But for a generation that grew up with dodgy animation and dodgier effects, Tron was a revelation. In its time, it was the best computer design work that had been seen to date and blended live action and computer images to a degree that had never been attempted before. So even if it does appear utterly clunky to us nowadays, it's something to be celebrated.

Which is why it's nice to see Tron get decent treatment on shiny disc. The original release may not have set the box-office on fire, but the movie grabbed enough of a cult following and a devoted fanbase to keep rumours of a sequel alive even to this day. It's an old story of good vs evil, as hacker Kevin Flynn (Bridges) is reduced to molecules (don't ask) and sucked into his computer.

Here, the plot switches into high gear as we meet the inhabitants, who're being ruled by the despotic Master Control Program (a sneeringly computerised David Warner, in fine form). Flynn, or 'Clu' in his computer incarnation, must help to free the various programs from MCP's tyrannical terror with help from Tron (Bruce Boxleitner), a safety subroutine pressed into action.

And that's before you dig deeper into the subtext to find the life-of-Christ metaphor.

Yes, you read that right. Y'see, the whole plot's hinged around the computer's natives losing their belief in 'The User', which Bridges' Clu helps to re-establish. And Tron is Jesus. No, really.

NOT SO SOFTWARE

But enough shitty deconstructions of the narrative... Just enjoy the flick for those set pieces. The renowned lightcycles, the growling compu-tanks and the wire-taught tension of the disc fight have remained classics through the years, despite a look that would barely compete with Snake on most modern mobiles. But – and this is what many blockbusters these days forget – Tron had a beating heart, with decent characters underneath that brightly coloured CG shell.

Yes, the effects are not the only cheesy thing about the flick – it's dated badly, with the dodgy '80s hair disasters and fashion faux pas standing out like lighthouses. But if you're old enough to remember the flick, you'll be anxious to either reaffirm your love for it or realise your mistake.

Meanwhile, for those that have never seen it, your education begins now. Go find out the debt that the likes of The Matrix owe Tron. And stop sniggering at the back... PSM2

INSIGHT

- Former popster Debbie Harry tested for the female lead.
- The arcade game based on the movie made more money than the cinema release.
- It was refused an effects Oscar nom because the academy thought computer effects were 'cheating'.

CYBER CHOICE

1 **TRON** '80s cheese elevated to cult status by quality CG.
2 **THE LAWNMOWER MAN** The plot's dodgy but the visuals were sweet.
3 **WARGAMES** More '80s nonsense as a computer tries to start World War 3.

PSM2 VERDICT

EXTRAS
Audio commentary ⧉ making of documentary ⧉ deleted scenes with introductions from Bruce Boxleitner ⧉ storyboard to film comparisons ⧉ photo gallery ⧉ pre-production animation tests ⧉ deleted original soundtrack music ⧉ computer animation design and memo reels ⧉ trailer

OVERALL
The birth of modern computer effects arrives not with a gloopy afterbirth, but with a hard-drive busting pack of extras.

82

COMPU-TASTIC

"IN ITS TIME, IT WAS THE BEST COMPUTER DESIGN WORK THAT HAD BEEN SEEN"

OUT UK NOW

PANIC ROOM

Lock the doors, bolt the windows, and watch Jodie Foster get terrorised by burglars...

STARRING ..... Jodie Foster, Forest Whitaker, Jared Leto, Dwight Yoakam, Kristen Stewart, Patrick Bauchau
DIRECTOR ..... David Fincher
CERTIFICATE 15
PRICE £19.99

David Fincher was always going to have a hard time following up Fight Club. So it comes as no surprise that his final choice – locked-room tension-stirrer Panic Room – doesn't quite live up to the stylish helmer's masterpiece. But that's not to say there isn't more than enough to enjoy about this ultra-taught thriller.

With Panic Room, Fincher and scriptwriter David Koep have chosen to strip the flick down to the bare essentials. Aside from an opening scene and an epilogue set on the streets of New York, everything takes place in one house.

The cast is equally minimal – Foster, a divorced single mother, is bringing up her bolshi daughter (Stewart) and together they move into a new house. There, she discovers a 'panic room', a secret chamber that can be sealed in case the house is broken into. And what should happen on the first night they spend there? Cue thugs Forest Whitaker, Jared Leto and Dwight Yoakam, who're intent on breaking in.

Foster and sprog flee to the relative safety of the panic room... only to discover that the robbers want something in that very chamber. From then on, it becomes a mixture of creeping unease (as the baddies try every method possible to get the two women out of the room) to top-notch action (as the balance of power shifts between action mom Jodie and her enemies). Fincher may only have given himself a limited number of rooms to play in, but he hasn't limited his imagination...

LENS FLAIR

With David Fincher calling the shots, you can always guarantee a wild ride, even if there's not much room to move around. The director's prowling camera flies around the house, and – in one top moment typical of the man who brought us The Game and Seven – we fly from Foster's sleeping form down through the house, in some cases through the walls, right to the back door, where Forest Whitaker and his cronies are trying to break in.

INSIGHT

- Nicole Kidman dropped out of the shoot due to injury.
- Jodie Foster was pregnant during filming.
- The chubby sleepy neighbour is Andrew Kevin Walker, writer of Seven.

But Fincher hasn't neglected his characters. With Oscar-scooper Foster playing the lead, we're treated to some superb acting. The woman who was once Clarice Starling channels her inner action heroine, particularly in the last third of the film, to show a woman who moves swiftly from scared divorcee to kick-ass parent.

Whitaker is suitably likeable as the voice of moderation within the villains' gang, and he's more than ably balanced by measured psycho Yoakam (normally to be found crooning country ballads) and livewire Jared Leto (who worked with Fincher on Fight Club). These three make for an odd trio – driven by their mutual desire for money, but likely to fracture at any time. And, unusually for a big Hollywood movie, the kid is allowed to act normally. Kristen Stewart is great – moody, depressed and tomboyish when the role calls for it. It'll make you wonder about how safe your locks are at night... Sleep tight. **PSM2**

PANIC MONDAY: Jodie ups the suspense in this chilling and claustrophobic flick.

HOME INVASION CHOICE

1. **NIGHT OF THE LIVING DEAD**
   Send... more... brains...
2. **PANIC ROOM**
   Jodie Foster and her sprog fight burglars with hi-tech hidey hole..
3. **HOME ALONE**
   McCauley Culkin's brat battles the bad guys.

PSM2 VERDICT

EXTRAS
A hugely disappointing disc, considering how loaded Fight Club was. Filmographies? Trailer. Ooh, thanks so much.

OVERALL
A great flick that suffers from dreadful disc treatment – a crying shame. Our advice? Hold out for the special edition...

75

HOUSE ARRESTING

ET: THE EXTRA TERRESTRIAL

OUT UK NOW

STARRING ..... Henry Thomas, Drew Barrymore
DIRECTOR ..... Steven Spielberg
CERTIFICATE ..... U
PRICE £22.99

Yeah, we know. But it's good. Honest. We won't bore your ass off with the plot. Suffice to say that the Special Edition DVD version's due out on 28th October. On the two disc set you get: 20 years later with Steven Spielberg, isolated John Williams live music score, Space Exploration (interactive 3D guide), The Evolution and Creation of ET (50 mins), The Reunion (37 mins), The Music of John Williams (10 mins), The 20th Anniversary Premiere, and more of your usual trailers and DVD-ROM stuff. It's packed. Forget the cheese and indulge yourself with a disc set your grandkids'll love in 35 years' time... **PSM2** **84**

PULP FICTION: SPECIAL EDITION

OUT UK NOW

STARRING ..... John Travolta, Samuel L Jackson
DIRECTOR ..... Quentin Tarantino
CERTIFICATE 15
PRICE £12.99

"Everybody be cool... this is a robbery!" Oh, it's that. But it's so much more than that, too. Chances are that most of you discerning film types will already have splashed the cash from your wallets on the original Pulp Fiction DVD. But before you thumb your nose at this Special Edish, consider that at last we have material from Tarantino and a host of other extras to play with. All right, so the lack of commentaries is still a little annoying, but you can't have everything. What you *do* get is the classic movie – much imitated, never bettered. Not even by the director himself. **PSM2** **90**

ALSO RELEASED

HALLOWEEN: THE ULTIMATE COLLECTION
Released Out Now **Cert** 18 **Price** £59.99
Six flicks, six discs. Missing out the crap Halloween 7, this stalks through the series, ranging from the great down to the awful. **40**

ZULU
Released Out Now **Cert** PG **Price** £15.99
"Don't you throw those bloody spears at me..." All right, so Michael Caine never says that. But he should have. **62**

THE TIME MACHINE
Released Out Now **Cert** PG **Price** £15.99
Hollywood takes a classic sci-fi tale and remakes it to within an inch of its life. Plot's nonsense but the effects are nifty. **33**

THE SOPRANOS SEASON 3 BOX SET
Released Out Now **Cert** 18 **Price** £59.99
The third season has arrived on disc. Tony and the family continue to struggle in one of the best-written Mafia stories ever. **83**

ICE AGE
Released Out Now **Cert** U **Price** £19.99
It's mostly for, you know, *the kids*. But Ice Age has more than enough laffs to thaw a wider-ranging appeal. Give it a go. **60**

ZOOLANDER
Released Out Now **Cert** 12 **Price** £19.99
Brilliant farcical comedy starring Ben Stiller and Owen Wilson as gormless male models. Watch out for the walk-off... **83**

COMING SOON

THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RINGS (4 DISCS)
4th November
£29.99

BAND OF BROTHERS
4th November
£49.99

OCEAN'S 11
4th November
£15.99

Kobal Collection/United Artists

PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

Ah. Hello. Look, this isn't the best... oh, OK. No, no-one else is here. That stain? Simply the residue from one of Dan's patent-pending Bloody Mary 'n' Red Bulls, I assure you. Marvellous for the concentration. No, there's nothing behind... ah! Christ! Erm... look, it's been a tense month. First there was that *TimeSplitters* marathon where nobody blinked for twelve minutes, then there was the unpleasantness over the *Need for Speed* rota, then we were doing shots and playing *Tekken* and Dan kept picking Hwoarang, and everything went red, and, and... look, just don't tell anyone, all right? It'll be *fine*...

1

TOCA RACE DRIVER

Murder! Intrigue! Driving really fast! An interesting attempt at bringing a little bit more personality to driving games, we concur – but, sadly for us, it's still unlikely to be as detailed as Codemasters' very own *Colin McRae 3*.

18

AGGRESSIVE INLINE

Not as good as the forthcoming *THPS4* (for skate action) or *Hardcore BMX* (for filthy bap-juggling) – but *Aggressive* is still a damned fine interpretation of what Dan regards as an inferior sport.

US 1

MADDEN NFL 2003

Let's be fair: the helmets are indeed shinier and the tackles are smoother – but apart from that, there's really not that much to attract casual non-Americans to EA's latest cuddly ball-fest.

CHARTS FOR MONTH ENDING SEPTEMBER 30

PS2 TOP 20

Position	GAME NAME	Publisher	Developer
1	TOCA Race Driver	Codemasters	Codemasters
2	Medal Of Honor: Frontline	EA	EA
3	Grand Theft Auto 3	Take 2	DMA Design
4	Gran Turismo Concept	SCEE	Polyphony Digital
5	Spider-Man	Activision	Treyarch
6	Prisoner of War	Codemasters	Codemasters
7	Scooby-Doo: Night of 100 Frights	THQ	THQ
8	Final Fantasy 10	SCEE	Squaresoft
9	Tiger Woods PGA Tour 2002	EA	EA Sports
10	V-Rally 3	Atari	Atari
11	LMA Manager 2002	Codemasters	Codemasters
12	Tony Hawk's Pro Skater 3	Activision	Neversoft
13	Max Payne	Take 2	3D Realms
14	Virtua Fighter 4	SCEE	Sega
15	Metal Gear Solid 2	Konami	Konami
16	Vampire Night	SCEE	Namco
17	Pro Evolution Soccer	Konami	KCET
18	Aggressive Inline	Acclaim	Z-Axis
19	Smash Court Tennis: Pro Tournament	SCEE	Namco
20	Soldier of Fortune: Gold Edition	Codemasters	Majesco

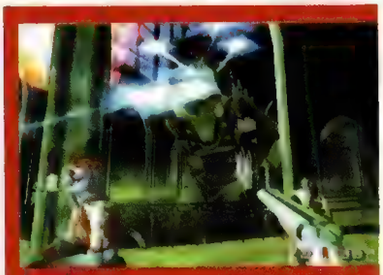
JAPANESE TOP 5

1	Mobile Suit Gundam: Lost War Chronicles	Bandai	Bandai
2	Pachisuro Azure Kingdom 7	J.A.B.	J.A.B.
3	RPG Tsukuru 5	Enterbrain	Enterbrain
4	Jikkyou Powerful Pro Baseball 9	Konami	KCEO
5	My Summer 2: Chapter of Sea Adventure	SCEI	SCEI

US TOP 5

1	Madden NFL 2003	EA	EA Sports
2	Onimusha 2	Capcom	Capcom
3	Sega Sports NFL 2K3	Sega	Sega
4	Kingdom Hearts	EA	Square
5	Medal Of Honor: Frontline	EA	EA Studios

PSM2'S TOP 5IVE



1. TimeSplitters 2

2. Need for Speed: Hot Pursuit 2

3. Hitman 2

4. Burnout 2

5. Auto Modellista

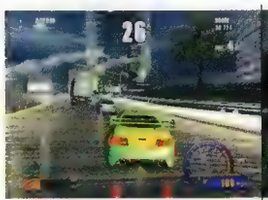
JOEL
Joel knows wrestling. He loves wrestling. But he doesn't – let's be very clear about this – feel in any way aroused by leather-skinned men in tight pants 'pinning' each other to the floor. He respects the technical ability involved. That's *all*.

DAN
Dan doesn't know wrestling. Dan doesn't care about wrestling. But Dan certainly appreciates a well-aimed hoof to the love-sack, and a slickly-animated bout of writhing to follow. Dan is wrong-brained.

MARCUS
Marcus likes Rusty Lee. What?

WHAT THE TEAM HAVE BEEN PLAYING THIS MONTH...

And which they gently suggest you get involved with.



JOEL'S BEEN PLAYING...

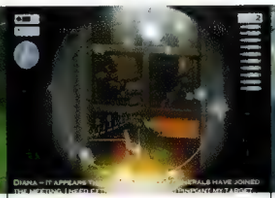
Burnout 2 and *Need for Speed*. His notorious contempt for *Gran Turismo* – and, by extension, all driving games – melted away in the face of car damage, plentiful shortcuts and the opportunity to shunt rivals into oncoming traffic. Joel's a simple man, of simple – yet excruciatingly violent – tastes.

JONNIE'S BEEN PLAYING...

TimeSplitters 2 and *Hitman 2*. Death has many forms for Jonnie – a man equally at home behind a rifle or wielding a simple length of cheesewire. Set him on fire, riddle him with arrows – he'll still come back with his trademarked brand of sci-fi chick justice. The headshot's the only true stopper.

DAN'S BEEN PLAYING...

TimeSplitters 2, *THPS4* and *Pro Evo 2*. PSM2's gaming scholar faces none of the genre shackles that plague Joel (hitting), Jonnie (science) or Marcus (monkeys and cars). Blessed with the fingers of a concert pianist and the reactions of *Dracula himself*, Dan's all things to all men – and, perhaps, to one lucky lady.



MILF'S BEEN PLAYING...

Hitman 2. "It's the measured blend of outright combat and more cerebral sneakery that I appreciate in this version," murmurs PSM2's game-nuzzling art-meister. After a pause: "That, and the ability to strip a whole gang of postal workers naked and pile them on top of each other. Bongo!"

MARCUS' BEEN PLAYING...

Auto Modellista, *Burnout 2* and *Need for Speed*. Unfortunately, too many late nights and an affection for the purism of *GT3* left him ill-prepared for an onslaught of police choppers, road spikes and Joel's 'competition'. Thought he'd get away with changing that review score, did he? Bosh!

ADE'S BEEN PLAYING...

Auto Modellista and *TOCA*. Mild-mannered Adrian wouldn't dream of ramming another car off the road – which is why *he will always lose*. To Joel, anyway. He's also still playing *Medal of Honor* – having sensibly started on Hard mode, rather than trouncing it first time like everyone else. If only we were more like him.

BURIED TREASURE

MONKEY FUN AT ECTS!
Joel spent a pleasant 30 minutes kicking people's Scorpion back when he had lovely Emily Newton Dunn commentary with ex-Brits Marcus had "a lot of important meetings"

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An action-lead game that'll satisfy slash-em-up fiends.

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 — 77
Not deep enough to offer limitless trick potential.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — 66
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Fast, good-looking and addictively fun to play

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Super-game turned super-villain thanks to daft level design.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — 79
A horror romp with great atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — 48
Non-threatening junior gaming with a shiny veneer. Dull.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
Makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — 75
Cracking adventure let down by seen-it-all-before gameplay

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — 52
Illogical puzzles and missions – distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — 71
Fun at times but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story.

FATAL FRAME
Publisher> Tecmo
Version> NTSC **Issue**> #23 — 77
Stylish and immensely frightening

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — 22
Remedial AI, ham-fisted controls and a terrible game.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Good level design and the novelty of playing as three sides

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
Amoral. And the attention to detail keeps you hooked

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — 81
An action adventure of Hollywood proportions from Sega.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Strikes new ground for creative gaming. Less, literally, is more.

LEGION: LEGEND OF EXCALIBUR
Publisher> Midway
Version> PAL **Issue**> #27 — 70
Satisfactory, if flawed – A good, solid fantasy, though.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — 82
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — 96
BEST ACTION TITLE Worth every bit of the hype

MUMMY RETURNS, THE
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay. Not fun.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments littered with crates.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2
Publisher> Capcom
Version> NTSC **Issue**> #22 — 89
A perfect balance of strategy and combat.

ONIMUSHA 2
Publisher> Capcom
Version> PAL **Issue**> #27 — 89
Great combat, beautiful effects and diverting puzzles.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — 73
Good idea and atmosphere, but slow-moving.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — 35
Far too clumsy to be anything that approaches fun

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — 68
Brave, enjoyable but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 — 40
Save your cash for *Onimusha 2*.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
This version's short, but the impact is unrivalled.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 — 70
Very hard in places but still good fun.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — 75
Non-stop, entertaining violence that's just a bit too shallow

THING, THE
Publisher> Vivendi
Version> PAL **Issue**> #27 — 83
A brilliant adaptation of a unique movie.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help, either

ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue**> #24 — 78
Dodgy control system, but generally very entertaining.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 79
Cheap and pretty with legions of machines.

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too.

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
Undeniably an incredibly addictive, but short, arcade hoot.

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 — 32
Best as a multi-player, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design

Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 — 66
Fun, but basic beat-em-up. No contest for *Tekken*

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
Not much depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Comic bosoms are no substitute for solid two-player scraps.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*.

JO JO'S BIZARRE ADVENTURE
Publisher> Capcom
Version> NTSC **Issue**> #27 — 55
Inadequate play mechanics don't do the manga strip justice.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This could've been something special, instead it's dull.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 — 74
An excellent idea, reasonably well done.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series.

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue**> #27 — 90
BEST BEAT-EM-UP PS2's premier fighter.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment.

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue**> #27 — 75
A well-realised game offering something genuinely different.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
The most challenging fighter for ages.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 — 58
Too hard for kids and too repetitive for the rest of us. Who is this aimed at?

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 — 60
Lots of funny and genuinely impressive moments.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 — 83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 — 79
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
The sherbet-flavoured antidote to everything bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi bemani with frustrating gameplay

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
A pity that SCEA didn't compromise on the realism.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 — 65
The action is pacey, but the dodgy graphics let it down.

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue**> #25 — 55
Gimmicky racer with paper-thin novelty value.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue**> #23 — 64
Adequate F1 racing but a little too predictable

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue**> #17 — 46
Dumb, vacuous, tired and ultimately shallow

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 — 57
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 — 60
Close, but absolutely miles away at the same time.

FERRARI F355 CHALLENGE
Publisher> SCEE
Version> PAL **Issue**> #27 — 67
A stylish effort that's just too damn hard for its own good.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 — 84
A rewarding challenge for anyone willing to rise to it.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 — 84
An accessible racer for everyone, with depth for veterans.

F12002
Publisher> EA
Version> PAL **Issue**> #24 — 84
One of the most accessible simulators we've seen

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 — 47
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 — 66
Fine – just don't expect too much of it

FREEKSTYLE
Publisher> EA
Version> PAL **Issue**> #25 — 59
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 — 49
Spend 40 quid on a Scalextric kit instead.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 — 93
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT
Publisher> Sony
Version> NTSC **Issue**> #19 — 80
New cars, but GT pros might feel short-changed.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue**> #25 — 79
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 — 74
Lovely to look at, but uninspiring to play.

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 07
Worst PS2 game ever. 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 — 38
About as half as good as *Splashdown* in every respect.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 — 42
Simple racing for tots with some decent construction

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 — 73
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue**> #19 — 65
A simple game, but provides smooth thrills and giggles

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 60
Cloying controls + poor racing = lack-lustre experience.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue**> #24 — 55
Fun but flawed – it smacks of an early release

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 — 72
Some nice touches that are compromised by the graphics

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 — 71
Solid racing and a few extras, but no great shakes

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 — 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 — 62
An ordinary addition to an ordinary racing genre.

MX SUPERFLY
Publisher> THQ
Version> PAL **Issue**> #27 — 72
Better than *Freekstyle* – but doesn't measure up to the best.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 — 40
Manages to enrage and bore at the same time .

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 — 60
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 — 43
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 68
Passable induction to rallying, but not as good as *WRC*

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue**> #24 — 56
An average game with the occasional bad bit

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 — 56
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 — 72
Fast, undeniably attractive and always fun to play.

RIDING SPIRITS
Publisher> Bam! Entertainment
Version> PAL **Issue**> #27 — 46
Fairly reasonable motorbike jaunt, but quite frustrating

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 — 76
Arcade-style knockabout racing at its idiotic best.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 — 75
Not enough one-player depth to really engage

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 — 77
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 — 75
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 — 45
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 — 38
We can't be arsed to play this again and neither will you.

STUNTMAN
Publisher> Atari
Version> PAL **Issue**> #26 — 74
Frustrating, but gripping gameplay

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 — 36
Spend £30 on *Burnout* instead, this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 — 45
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue**> #23 — 64
Fast and fun but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 — 44
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 — 13
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 — 76
Feels lightweight next to *Crazy Taxi*. But great design.

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue**> #26 — 82
Stylish storytelling - but just not as good as *GT3*.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 — 38
No taunts, betting and revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — 62
Like an attractive 3D *Pac-Man*, only in small cars.

VRALLY 3
Publisher> Infogrames
Version> PAL **Issue**> #24 — 81
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 — 63
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — 71
Frustrating controls make this an exasperating ride.

MORE REVIEWS OVER THE PAGE...

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 **73**
Other killer apps on PS2 relegate this to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 **87**
Looks ace and handles brilliantly.

FIRST-PERSON SHOOTER

DEUX EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 **88**
Clever, pacey and plot-heavy. Most detailed FPS yet.

DINO STALKER
Publisher> Capcom
Version> PAL **Issue**> #26 **58**
Capcom's best lightgun game yet, but still too lumbering.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 **90**
BEST FPS TITLE If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 **88**
Every element thrown in so fast you can't help but enjoy it.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 **89**
A supremely atmospheric and absorbing experience.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Infogrames
Version> PAL **Issue**> #26 **42**
A rough shoot-em-up that does nothing new.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 **88**
An entertaining action adventure that's not without flaws.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 **41**
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 **64**
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 **75**
Frayed around the edges, but it plays tightly enough.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
Great multi-player, challenges and Level Editor.

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 **71**
A conventional shooter that replicates rather than innovates.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 **82**
Excellent single-player mode. Fails badly in multi-player

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 **80**
Superb in places with some genuinely thrilling moments.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 **43**
Uninspiring, prosaic and lifeless.

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 **63**
More Fokker than F14 – this flawed flier fails to take off

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 **56**
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 **74**
Lush battles and loads of strategy – a bit like chess.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 **46**
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 **63**
Panic action that'll leave you grinning.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 **84**
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 **66**
Next-gen reworking of Crash's 32-bit past glories

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **35**
A lame game launching on the back of a successful film.

DISNEY'S STITCH: EXPERIMENT 626
Publisher> Disney
Version> PAL **Issue**> #27 **64**
A capable and enjoyable platformer. If you're six.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **29**
Stunningly basic and enormously dull... even for kids.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 **30**
Commits every platform sin and the plot's baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 **79**
Nearly a classic – but repetitive with a short lifespan

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 **25**
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 **51**
More playable and less 'weird' would've helped

JAK AND DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 **85**
BEST PLATFORMER Massive, gently enthralling and fun

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 **73**
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 **84**
Ace for hardcore gamers, but it is very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 **41**
Cunning use of cut-scenes don't make a decent game

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 **50**
A decent adventure for pre-school sprogs.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 **55**
Masks solid platforming behind unbalanced level design.

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> #18 **48**
A blend of racer/platform/shooter, and a right mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **68**
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue**> #25 **64**
Competently designed, by-the-numbers platforming.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 **71**
A solid, if slightly small, puzzler.

EGGO MANIA
Publisher> Kemco
Version> PAL **Issue**> #27 **40**
Pointless reshuffle of the old puzzle-game mainstays.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 **85**
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 **78**
Proves that puzzlers don't have to be about blocks.

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 **52**
Odd, boring and average. More strange than fun

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 **78**
Little more than a buffing up of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue**> #23 **32**
Pointless fingering of an old-skool puzzler

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 **60**
Stinks of quality and does the job properly

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 **53**
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 **81**
Manages to mould RPGs into something refreshing

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 **80**
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 **51**
There's no excitement here at all. Put that cash away.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 **35**
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 **91**
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 **45**
Dated and dire. The combat system is utterly wasted

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 **70**
Solid-enough critter-battling gameplay.

KINGDOM HEARTS
Publisher> Square
Version> NTSC **Issue**> #23 **87**
An enchanting action RPG, but a little too rambling.

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 **54**
Moody and incompetent RPG – only for hardcore fans.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 **56**
A brash attempt to defy RPG with facile gameplay

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 **80**
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 **70**
A game with massive aspirations

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 **47**
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11 **18**
Repetitive, flawed and utterly lamentable. Don't bother

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 **40**
A lazy banged-together rehash of established concepts.

ENDGAME
Publisher> Empire
Version> PAL **Issue**> #25 **49**
Hackneyed lightgun game with no replay value.

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 **68**
Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 **86**
BEST SHOOT 'EM UP Lots of stuff to do, humour and extras.

GUNGRAVE
Publisher> Sega
Version> NTSC **Issue**> #27 **79**
Criminally short, but impossibly cool

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue**> #20 **17**
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> #15 **63**
Dumb knockabout fun – like a diet version of *Twisted Metal*.

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue**> #27 **68**
Entertaining enough, but comes up short everywhere

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 **35**
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 **49**
Only a pathetic 14 minutes long in Story mode.

REZ
Publisher> Sony
Version> PAL **Issue**> #18 **66**
Clever, but not half as innovative as it thinks it is

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 **67**
After an evening with this you'll have had your fill.

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 **80**
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 **85**
Atmospheric, exciting, and full of explosions.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 — 78
A fantastic coin-op conversion.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 — 70
An explosive charge into occupied territory.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 67
Limited, low-level, mission structure.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 — 80
Fast and frenetic – we like the way this sick carnage plays.

UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 — 62
Attractive and playable aquatic combat.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 — 69
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 — 29
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 — 65
Thorough and insightful, but could get up your nose.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 — 71
Nearly great but too much focus on individual flair.

AKIRA PSYCHO BALL
Publisher> Bandai
Version> NTSC **Issue**> #25 — 47
A ball-breakingly average pinball sim.

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 — 83
Very entertaining. Almost a contender to the *Hawk* crown.

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 — 72
A quality two-player game of hardball.

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 — 74
Impressive gameplay, but a little pedestrian.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 — 64
A bit ropey looking and retro but competent.

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue**> #19 — 62
Poor one-player – the four-player is ace, though.

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 — 41
A real ham-fisted effort that's rotten to look at and play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 — 76
Bugs aside, this still has some impressive moves on PS2.

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 — 24
A tragic attempt at a footie game. Barely playable.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 — 59
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 — 72
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 — 63
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 — 55
Immaculate presentation but lacking in any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 — 68
Bang-up-to-date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 — 62
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 — 70
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 — 69
The authenticity's admirable, but the poor Career mode isn't.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 — 69
Flawed play and patchy presentation.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 — 39
Joyless horse racing sim, without polish or imagination.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 — 71
An arcadey alternative to *All-Star*.

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 — 56
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 — 07
A rubbish game, repackaged and aimed at young fans.

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 — 55
Full of promise, but delivers a poor performance.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 — 38
About as mad as a pair of brown brogues. Very dull.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 — 79
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 — 36
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 — 71
For veteran 'smart marks' – fantastic. A worthwhile effort.

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 — 75
Engaging, but not to everyone's taste.

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 — 86
The best football management sim you can get for PS2.

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> #15 — 87
If you own *Madden 2001*, it's definitely time for a trade-in.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23 — 61
No match for *Knockout*.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 — 72
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 — 70
Legible tattoos don't enhance a simple roster update.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — 70
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 — 74
A funky take on basketball that's hard-hitting instant fun.

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25 — 61
Not the greatest tennis game ever, and hard work.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 70
The gameplay's tight and the visors shiny

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 — 72
A belting title that transcends its steep learning curve.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 — 45
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 — 95
BEST FOOTBALL TITLE Faultless footy. Crap commentary.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 — 82
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 — 80
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 — 80
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 — 39
None of the punch of an arcader or the substance of a sim.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue**> #18 — 35
Lacks the flair and playability of both *Tricky* and *THPS3*.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 — 87
Up there with the best sports titles on PS2.

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue**> #25 — 77
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 — 95
Very cool. Compulsive gameplay and riotous effects.

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue**> #26 — 08
An absolute shocker.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 — 70
A round of golf with ludicrous cartoon characters.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 — 71
Deceptive playability with some excellent detailing.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 — 72
It captures the feel and emotion of golf perfectly.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 — 96
BEST SKATING TITLE A brilliantly-realised challenge.

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22 — 22
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Infogrames
Version> PAL **Issue**> #26 — 72
An enjoyable first attempt at digital surfing.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 — 56
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 — 48
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 — 80
This realistic boxer falls just short of greatness.

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue**> #24 — 93
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 — 76
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 — 36
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 — 76
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 — 56
The one-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 — 79
A gripping balance of action and strategy.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 — 74
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 — 66
Looks epic but lacks depth. One for RTS fans.

UTILITY

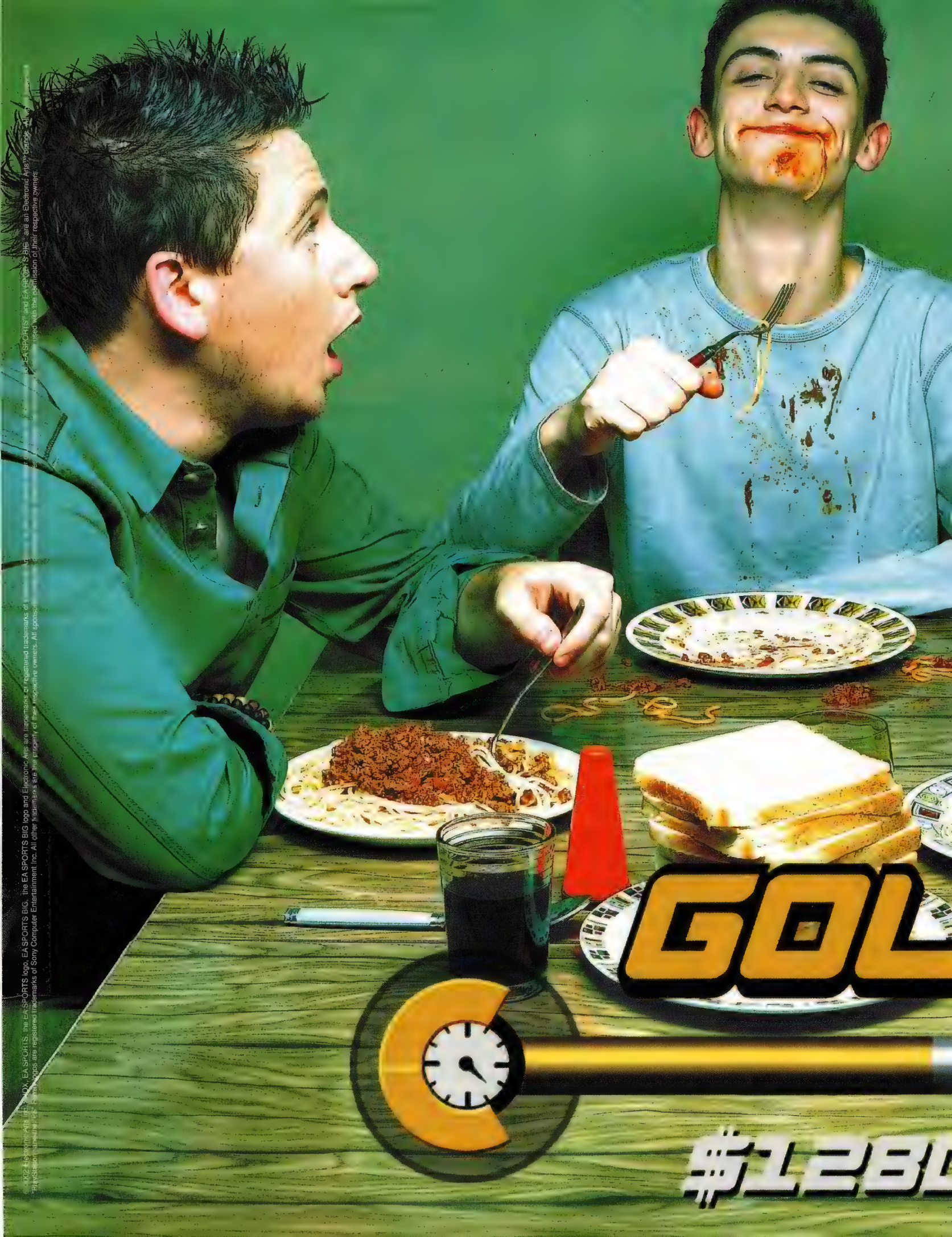
EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue**> #26 — 84
A solid, fuss-free choice for the amateur DJ.

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 — 90
If there's music in your soul, this disc belongs in your PS2.

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 — 23
Poor – but the naff video generating element's a laugh.

REMEMBER...

Absolute PS2 includes all the games you should be considering and all the lemons you should avoid. Don't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our Must Buys...



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PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

トクセンジョウホウ

REALISM? PSHAW. WE GET ENOUGH OF THAT IN REAL LIFE, THANKS VERY MUCH.

DAN

If only life were a bit more like games. Not in the fast-shooting, hard-driving, dangerous sense, of course – we all like drinking tea and sitting in the park far too much to think about entering fighting tournaments or starting demonic detective agencies.

No, it'd just be nice to have that leeway that comes from a Reset button and an Action Replay cartridge. We muse on it often. Marcus, for instance, likes the idea of having infinite lives – doubtless he'd use them to swim with sharks, or rile short-tempered macaques, or something. Jonnie would like the occasional burst of Matrix-style slow-mo during his trips to the kitchen. He'd also, obviously, snare the best weapons on every occasion. Milf would like some sort of God Mode, allowing him to fly around the streets of Stockport, dispensing his own special brand of 'justice'. Joel would have had a Save point just before agreeing to *that* game of vodka frisbee, thus ensuring reputation and favourite jeans remained intact. Esther, curiously, wants to test her fighting powers with a real-life version of *GTA3*'s Pedestrians Get Aggressive cheat – don't step in front of her in the street, Snoop, because she'll put you under the ground. Ahem. And me? Why, I'd simply use a 'Big Head' cheat to distort my cheeky smile out of all proportion to my body. Sadly, though, it isn't to be. There are no cheat codes in life – only hard work, dedication, extensive plastic surgery and gallons of lovely tea. More's the pity.

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

IN BIKE FLYNN: PSM2 heartily endorses idiot bikers doing this sort of thing. Try it today! Or not.

›the pick of what's new トクセンジョウホウ

HOT TIPS

Fresher than, um, a salad made by the Fresh Prince Of Bel Air. Oh, for Christ's sake...

MX SUPERFLY

Which comes complete with a soundtrack by Curtis Mayfield. Possibly. Or we might just have dreamt that bit.

Custom Bee Motorcycle
Complete the 'World's Highest Jump' challenge.

Custom Cow Motorcycle
Complete the 'Brave The Vertical Drop' challenge.

Custom Fish Motorcycle
Complete the 'Dominate 250cc Pro Race Season' challenge.

Custom Playa Motorcycle
Complete the 'Dominate 125cc Pro Race Season' challenge.

New Barriers for the Track Editor
Complete the 'Dramatic Entrance' challenge.

New Movable Objects for the Track Editor
Complete the 'Impossible Stoppie' challenge.

New Ramps for the Track Editor
Complete the 'Impossible Wheelie' challenge.

New Station Z Arena and Floating Platforms for the Track Editor
Complete the 'Cross Training' challenge.

Special Fire Motorcycle
Complete the 'Dominate 250cc Pro

TIP OF THE MORNIN'

ONIMUSHA 2

Complete the game, and you're given the option to play through it again in a rather sharp black suit. Fans of Japanese actor Yusaku Matsuda might recognise this as a clever reference to one of his earlier films – Joel likes it because it's eerily nostalgic of the old *Moonwalker* arcade game. See pg 114 for more tips...

Freestyle Season' challenge.

Special Tiger Motorcycle
Complete the 'Dominate 125cc Pro Freestyle Season' challenge.

Unlock Balloon Toss Mini-Game
Complete the 'Safety First' challenge.

Unlock Cameron Steele
Complete the 'World's Longest Jump' challenge.

Unlock Elrod the Viking
Complete the 'Lift Tower Challenge' challenge.

Unlock Sal the Alien
Complete the 'Find Out The Truth' challenge.

Unlock Superfly
Complete the 'Crane's Eye View' challenge.

Unlock Wheelball Mini-Game
Complete the 'Mega Stunt' challenge.

UFC THROWDOWN

No beat-em-up's going to be complete without the chance to duff up the ring announcer...

Big John McCarthy
Unlocked by completing all the challenges with Mario Yamasaki. Hold L1 on the picture of Yamasaki to choose Big John.

Dana White: Unlocked by completing all challenges with Lorenzo Fertita. Hold L1 on the Fertita picture to choose Dana White.

Unlock Bruce Buffer
Win a Gold Belt in UFC Mode with any of the regular fighter.

Unlock hidden moves:
Move 1
Complete the UFC Mode and acquire a silver belt.

Move 2
Complete the UFC Mode in Open Weight and gain a gold belt.

Move 3
Complete Arcade Mode once.

Move 4
Complete Tournament Mode once.

Unlock Lorenzo Fertita
Win a Gold Belt in UFC Mode with a created fighter.

Card Girls
Unlock Card Girl A: Watch the replay between rounds 100 times.

Unlock Card Girl B: Perform all hidden moves of Card Girl A, then select Card Girl A while holding down L1.

'TACHE GORDON: Pummel people in the handlebars in a kung fu style unlike anything practiced by Jet Li.

Unlocking the Karate Fighting Style
Beat the career mode with a sumo wrestler to unlock the Karate Style.

Unlocking the Kung Fu Fighting Style
Beat the career mode with one of the kick boxers to unlock the Kung Fu Style.

Unlocking the Ninjitsu Fighting Style
Beat the career mode using the Karate Style Invincibility.

JOLLY GREEN BRYANT
Yes! It's the column you all demanded. We couldn't do it before, because Jonnie wouldn't let us. But he's out of the office today, so let the comedy Photoshop good times roll...
"Hello! I'm Jonnie, and I love games with green things in them. Grass, trees, tanks, soldiers, um, green robots – brilliant! They're quite hard, sometimes, though – so here's a cheat for *Army Men: Sarge's Heroes*. Just type SSXTXS in at the code screen for a super-hard team. Ho! Ho! Ho! Green Bryant!"

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

TOCA (M)
0E3C7DF2
1853E59E
EE87316E
BCE1AE82

Always Pass Test Drives
DEB358CE
FB83A14A

Use only 1 'Race At...' code

Press L1+R2+L1+L2 To Win
0EBBE0B8
BCA98B82
DEB8201A
BCA99B95

Race At LOLA World Champs
DEBA6DD2
BCA99B85

Race At Elite Championships
DEBA6DD2
BCA99B86

Unlock All Bonuses
DEB85E1E
BCA99A82

Large Models
DEBE3A6E
FCA99B83
DEBE3A7A
FCA99B83
DEBE3A16
FCA99B83

Race At Power Racing Tier
DEBA6DD2
BCA99B84

FREEKSTYLE (M)
0E3C7DF2
1853E59E
EE8CC0A6
BCA99C80

Unlock Everything
DE96E176
BBA89A82
DE96E172
BBA89A82
DE96E17E
BBA89A82
Not In Circuit Mode

Infinite Boost
CE99FE78
BCA99B84
Not In Circuit Mode

Infinite Stat Points
FE7BA46E
BCA99B82

Always Freektime
DE9A35EA
BCA99B84
Not In Circuit Mode

Invisible Bike
CE9A653A
BCA99B83

Acid Mode
CE9A37CA
BCA99B84

Scooby Doo: Night of the 100 Frights (M)
0E3C7DF2
1853E59E
EE8D89CE
BCB97C3A

L1+L2+R1+R2 to Refill Health
0EA8FDF8
BCA98B82
FEA8EA66
BCA99B88

Loads Of Scooby Snacks
DEA8EFAA
DFB0B4FB

Multi Jumps
CEA8EF8A
BCA99B84

Invincible - Hold L3
0EA8FDF8
BCA99A80
DEA8EAC6
FB299B83

Have All Power Ups
DEA8EFB6
BBA89A82

PRO TIPS

"TEST AN EXPERT"

FF10 OF THE BEST

Since Jonnie penned his door-stop guide to Square's epic, we've had a barrage of bewildering emails about summoning things and Blitzball. Here are the highlights...

YUNA SANDWICH: Aww, isn't she lovely? Except for not being real, of course. Still.

ANIMA-TED

Dear PSM2

I have a huge tip. I haven't foolproofed this tip myself, but my mate has proven that it works. HE HAS ANIMA!

1. Go to the Baaj Temple.
2. Kill that big fish-like boss thing.
3. Enter the door in the pool area.
4. Go upstairs and find the six statues.
5. To get Anima, you must have got the treasures from EVERY temple.
6. Stand in front of all six statues and Yuna will enter. You now have Anima!

Oh, and here's how to get Yojimbo for less cash.

1. The first try, offer him half of his asking price, plus 1 Gil.
2. If he doesn't accept, then raise your offer by 1 Gil on the second time.
3. The third time you can usually get him for 200,000 Gil but no less.

Calum Muir, via email

Yep, we tried both of these, and yep, they both work.

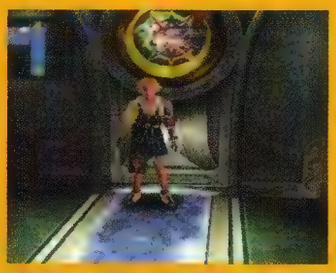
WHO GIVES A BOSS?

Dear PSM2

I've noticed a couple of inaccuracies in your last issue. I've completed the game, but that was before I read the guide. One of the problems was that not every single move performed by a boss was notified. Take Seymour Flux, for example. He can use a move that zombifies a specific character, and then he casts full life on them. The best way to deal with the attack is to cast silence on Seymour.

Also, here's some help with the final boss Yu Yevon. First you have to confront your Aeons. Their HP is as much as you raised them throughout the game. They have standard attacks and an overdrive gauge. The Yu Pagodas will raise the Aeons' overdrive and power. Every character has Auto-Life equipped, so you will *never die*. You can choose the Aeons you want to fight. Once they're all defeated, you'll get to fight a creature who turns out to be Yu Yevon. Luckily, Auto-Life is still equipped. The Final boss has 99,999 HP. The easiest way to defeat him is to use Zombie attack then use Life or a Phoenix down. The Yu Pagoda's would erase the Zombie status effect on Yu Yevon with the Power Wave move. One more thing: during Tidus' dream, that little dwarf is actually the Fayth of Bahamut! And he's a boy!

Dudley Palgrave, Norfolk



DUNGAREE WILL ROCK YOU: Protect Tidus and his marvellous trousers with a summons.

Ah. Um... we beat Seymour before he did the zombie attack. And yes, the Fayth sounds like a girl. Still, eh?

TIPPED OFF

Dear PSM2

1. There is no way to get down the little road on Besaid Island.
2. I haven't found a way to open the chest in Kilika.
3. You can get Yojimbo for just 200,000 Gil if you say you want to defeat the most powerful of enemies.
4. The dark Aeons aren't that tough – just Grand Summon Yojimbo to use his Zanmato attack to kill them.
5. Use the D-pad on the chocobo race.
6. Geosgaeno can be easily beaten by using fire gems. Don't defeat him if he swallows someone – as he dies, he'll spit them out causing damage.
7. Equipment with the No Encounters ability can be obtained in the Omega Ruins by killing fiends.
8. Dark Matter can be used to give armour the Ribbon ability. Get it by beating Dark Yojimbo, and then save.
9. There is an easy way to beat Seymour Flux: Have your party as Auron, Yuna and Tidus. Make sure Auron has Banishing Blade and is in Overdrive. He also needs armour or weapons with either First Strike or Auto-Haste. Have Auron hit Seymour with Banishing Blade and achieve a "great" rating. Then hit Seymour with every Aeon, including Yojimbo. Then finish him with a few attacks.
10. Blitzball can be easy – if you get the ball at Blitzoff, pass it to a defender, then to the other, then to one of the strikers. This confuses the AI team. Wakka's overdrives appear at random – either as a League prize, or as a tournament prize.

Sam Judge,Bucks

SPIKE TYSON: A toughie, but nothing Yojimbo can't sort. Abuse his powers.

Thanks very much, Sam – Blitzball was doing our heads in.

WINNER!

AND THE LUCKY FF10 FAN IS...

. Stephen Carr from County Durham. Plucked at random from a massive pile of hints, tips and suggestions for improvement. He's the lucky recipient of a Japanese version of the game signed by the development team. A big thanks to him and all the other 100+ hour obsessives who took the time to write in

BYTESIZE

スカラシオ

KELLY SLATER'S PRO SURFER
About to clatter into a tube? Then you'll need one of Kelly's exit moves – an easy way to end a combo. Double-tap ▲ to set 'em in motion, then somersault off that board.

LEGION
If you're having trouble defeating the Shaman Boss, remember that there's a healer back in town. If you run back there, he will heal Arthur and Guinevere, allowing you to go back to the Shaman and continue fighting.

NEED FOR SPEED: HOT PURSUIT 2
In the early stages of a Hot Pursuit race, if you're among the pack, it's worth pulling back so that the race leader attracts the cops – leaving you with a clear run.

BURNOUT 2
Remember, you can trust oncoming traffic to veer slightly – aim to scrape their paintwork, and they should move enough to give you a Near Miss bonus. Of course, it only works if you keep on a straight line.

LEGAIA 2: DUEL SAGA
To gain access to the rich hotel in Darakin, return to the poor quarter and pick up the Nobleman's Emblem in the rubbish by the gate. Use it and get yourself a bit of posh.

HITMAN 2
In the first mission, make sure you remember to hide your guns in the fruit delivery crate before sneaking in. It's all very well dressing as a postman, but it's not much use without a gat of some sort.

TIMESPLITTERS 2
In the Tokyo level, whip out the laptop to see the location of the radars and police cameras that are dotted about the level. There's no need to shoot anybody until you've entered the hackers' HQ.

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PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of gaming masters. Only gamers capable of competing with the PS2 masters are worthy to walk the Dojo's hallowed halls.

NEW LEAGUES

WIN! ACTION REPLAY And *MGS2* is still where the actions at – we had several would be ninjas who didn't quite make it onto the score board this issue. If you're one of them, keep trying. You need to be good to be in PSM2.

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements each month with Action Replay 2 cartridges. **PSM2**

HOW TO BE FAMOUS!

1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkeys. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.

PRO DOJO CHECKLIST: BINGO!
✔ Photo ✔ Video ✔ Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Monday, 7th October. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

SSX TRICKY

Über boards, full stats and the best characters seem to be a standard in this league – and the phenomenal scores you're putting in prove they're working.

	TOP SCORES		TOP TIMES	
Snowdream	1,701,450	Alex Sandison	1'47"93	Austin O'Toole
	1,557,780	Jonathan Minott	2'05"10	Frederick Astier
	1,532,140	Austin O'Toole	2'06"55	Alex Duffy
Elysium Alps	2,730,740	Austin O'Toole	3'26"16	Austin O'Toole
	2,629,495	Sam Payne	3'28"38	Simon Baggott
	2,591,760	Jeff Bell	3'30"14	Frederick Astier
Merqury City	2,594,165	Austin O'Toole	2'31"26	Austin O'Toole
	2,265,770	Sam Payne	3'28"76	Gareth Russell
	1,972,610	Chris Abnett	3'29"43	Carl Musgrove
Mesablanca	1,500,890	Alex Sandison	2'13"58	Austin O'Toole
	1,435,645	Austin O'Toole	2'25"43	Gareth Russell
	1,036,880	Amanda Offord	2'29"54	Andy Lyle
Tokyo Megaplex	2,409,945	Alex Sandison	2'26"44	Austin O'Toole
	2,198,630	Austin O'Toole	3'15"13	Dean Edwards
	2,187,640	Anthony Portch	3'21"68	Damian Lobbett
Pipedream	2,531,230	Austin O'Toole	1'32"99	Austin O'Toole
	2,325,820	John Norman	1'37"64	Alex Duffy
	2,312,200	Anthony Portch	1'40"75	Carl Musgrove
Garibaldi	2,133,850	Alex Sandison	2'38"54	Austin O'Toole
	1,983,820	Austin O'Toole	2'39"54	Carl Musgrove
	1,947,200	Chris Abnett	2'40"43	Gareth Russell
Alaska	2,123,410	Alex Sandison	4'06"23	Andrew Stone
	2,075,255	Amanda Offord	4'14"21	Austin O'Toole
	1,837,801	Jeff Bell	4'23"56	Frederick Astier

GRAN TURISMO 3

Fancy competing on *GT3?* Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY

0'26"696	Daniel Byatt
0'27"701	Tommy Willumsen
0'27"744	James Gott
0'28"341	Dave Barnard
0'28"461	Desmond Foley

MIDFIELD RACEWAY

0'57"426	Freddy Jenssen
0'57"726	Tommy Willumsen
0'57"799	James Gott
0'58"249	Dave Barnard
0'58"397	Colin Doran

SMOKEY MOUNTAIN

0'56"629	Christopher Hill
0'57"861	James Gott
0'58"707	Desmond Foley
1'01"817	Donna Betts
1'02"472	Daniel Byatt

TRIAL MOUNTAIN

1'06"337	Freddy Jenssen
1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry
1'08"146	Colin Doran

SWISS ALPS

0'56"784	Kim Saarinen
1'04"257	Christopher Hill
1'04"600	James Gott
1'06"673	Desmond Foley
1'09"134	Dave Barnard

HILLSIDE PASS

1'34"250	Justin Beard
1'35"659	Jonathan Kay
1'37"058	Christopher Hill
1'41"078	James Merrett
1'43"253	Paul Griffiths

BURNOUT

How fast can you go when there's traffic all around you? Only the fastest drivers can make it to the top of this leaderboard, so rev that engine and get going!

USA MARATHON EX

5'37"456	Paul Griffiths
5'45"129	James Merrett
6'07"552	David James
6'09"004	Sam Trent
6'19"275	Phillip Richards

USA MARATHON

5'52"250	Paul Griffiths
5'59"222	James Merrett
6'15"009	David James
6'19"108	Sam Trent
6'31"010	Phillip Richards

COUNTRY CHAOS

1'38"059	Jonathan Kay
1'41"820	Christopher Hill
1'42"728	Paul Griffiths
1'45"652	James Merrett
1'47"687	David James

NIGHT SHIFT

1'25"418	Christopher Hill
1'25"599	Jonathan Kay
1'26"398	Paul Griffiths
1'29"964	James Merrett
1'36"277	David James

GRIDLOCK USA

1'22"583	Justin Beard
1'24"259	Jonathan Kay
1'30"558	James Merrett
1'31"000	Paul Griffiths
1'35"378	Christopher Hill

CLIFF HANGER

1'34"638	Christopher Hill
1'42"239	Jonathan Kay
1'45"219	Paul Griffiths
1'46"009	James Merrett
1'54"065	David James

RUSH HOUR

2'04"888	Christopher Hill
2'10"559	Jonathan Kay
2'12"550	James Merrett
2'15"043	Paul Griffiths
2'24"558	David James

INTERSTATE

2'17"899	Justin Beard
2'19"239	Jonathan Kay
2'19"240	Paul Griffiths
2'23"226	James Merrett
2'30"000	Sam Trent

EURO MARATHON EX

3'42"674	James Merrett
3'48"994	Paul Griffiths
3'56"406	David James
3'58"005	Sam Trent
4'04"220	Phillip Richards

EURO MARATHON

3'47"100	James Merrett
3'56"228	Paul Griffiths
3'59"402	David James
4'03"222	Sam Trent
4'09"408	Phillip Richards

SUNSET RIVER

1'40"360	Jonathan Kay
1'43"227	James Merrett
1'49"005	Paul Griffiths
1'49"420	Christopher Hill
1'55"885	Sam Trent

TWILIGHT HARBOUR

2'00"316	Justin Beard
2'07"579	Jonathan Kay
2'08"445	Paul Griffiths
2'08"818	Christopher Hill
2'12"338	James Merrett

HARBOUR TOWN

2'02"226	James Merrett
2'04"919	Justin Beard
2'09"380	Jonathan Kay
2'10"225	Paul Griffiths
2'12"558	Sam Trent

VIRTUA FIGHTER 4

First we'll see what your win rate is, then the person with the most wins will head the list for that rate. And tell us who your character is!

KUMITE MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	Not stated	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

DEAD OR ALIVE 2

How many wins can you manage in Survival mode? And how quickly can you win in Time Attack mode? Come on, fight!

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter
43 Wins	James Cosgrove
31 Wins	David Johnson

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'14"72	Jan M de Vlas
1'17"27	David R Holt
1'21"25	Alan Connell
1'24"42	Miles O'Owyers

TONY HAWK'S PRO SKATER 3

OK, a bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY

13,368,290	Simon Brett
10,406,700	Mathew Bevan
7,392,910	Steve Moran
5,514,274	Stuart Hurst
5,452,876	Per Andersson

CANADA

13,674,735	Simon Brett
11,314,005	Mathew Bevan
7,787,342	Steve Moran
7,526,639	Andrew Sandilands
6,532,688	Mathew Lewis

RIO

18,023,097	Tom Brasher
16,057,684	Mathew Bevan
12,412,045	Simon Brett
11,007,304	Per Andersson
7,549,207	Gordon McTurk

SUBURBIA

11,115,704	Simon Brett
9,465,538	Mathew Bevan
9,287,799	Simon Brett
8,104,749	Andrew Sandilands
6,374,004	Steve Moran

AIRPORT

31,030,436	Tom Brasher
21,482,174	Simon Brett
20,157,210	Mathew Bevan
18,971,505	Ian Vincent
18,828,702	David Reynolds

TOKYO

10,416,112	Simon Brett
7,814,291	Alex Farrell
6,927,903	Mathew Bevan
6,603,609	Steve Moran
5,920,524	Gordon McTurk

LA

11,999,702	Mathew Bevan
11,068,027	Simon Brett
10,296,359	Alex Farrell
9,016,509	Per Andersson
8,273,009	Steve Moran

CRUISE SHIP

17,050,835	Simon Brett
11,399,029	Mathew Bevan
9,176,116	Alex Farrell
7,257,070	Mathew Lewis
7,255,330	Per Andersson

SKATER ISLAND

17,607,833	Tom Brasher
15,016,201	Simon Brett
11,272,776	Mathew Bevan
10,029,387	Andrew Sandilands
7,876,982	Steve Moran

PRO-DOJO

"PSM2 READERS ARE BETTER AT GAMES THAN ANYONE"

IN THE DOJO

›PLACES FOR FACES

JUSTIN BEARD

Oooh, Matron

Justin's slightly shell-shocked at taking the lead in a couple of our *Burnout* categories. Either that or someone nicked the stool from the photo booth...

DESMOND FOLEY

Armed... with fingers

Poor old Des – he's played *MGS2* for so long, he's convinced he's got lead-filled fingers. (This *is* actually a Dojo, not a home for deranged gamers...)

JAMES MCNEELA

Slippery customer

You know, if Snake isn't the star of the next *MGS*, perhaps James should be – he's doing pretty well in the current game. And he eats dead mice too. Bonus.

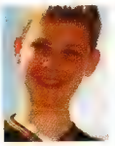
TOM BRASHER

Flying like a bird

We thought we'd seen some unbeatable *THPS3* scores last issue, but Tom proved us wrong with his latest stats. Cheers for making us look bad, Tom. *Jesus.*

DARYL TURNBULL

The *State* of it...



Daryl's disturbingly cheerful for a bloke who enjoys a riot – look at his *State of Emergency* scores. Ease off now Daryl, *eaaaase* off. *Vice City'll* be here soon...

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

METAL GEAR SOLID 2: SONS OF LIBERTY

No, you don't need to record ten hours of fighting – just send us your best times on the boss battles.

BOSS BATTLE TIME ATTACK

OLGA

00'16"94	James McNeela
00'17"92	Shaun Mannion
00'18"78	Steven Powell
00'19"88	Matthew Harrison
00'19"90	Paul Stuckley

FATMAN

00'21"78	James McNeela
00'25"06	Desmond Foley
00'25"30	Shaun Mannion
00'26"16	Christopher Hill
00'28"68	Lee O'Halloran

HARRIER

00'40"20	James McNeela
00'41"44	Desmond Foley
00'56"40	Mithun Umrao
00'58"46	Shaun Mannion
00'59"66	Christopher Hill

VAMP

00'01"88	James McNeela
00'02"92	Lee O'Halloran
00'03"40	Daniel Buck
00'03"54	Daniel Miller
00'04"10	Paul Stuckley

METAL GEAR RAY

00'07"26	James McNeela
00'08"92	Christopher Hill
00'09"08	Desmond Foley
00'09"56	Mithun Umrao
00'09"88	Shaun Mannion

SOLIDUS

00'27"20	James McNeela
00'38"16	Shaun Mannion
00'40"46	Christopher Hill
00'40"00	Steven Goddard
00'42"20	Lee O'Halloran

OVERALL TIME

2:10:46	James McNeela
2:48:74	Desmond Foley
3:05:78	Daniel Buck
3:17:32	Christopher Hill
3:49:02	Mithun Umrao

WWF SMACKDOWN! JUST BRING IT

We're looking for the fastest win and the most wins in slobberknocker mode. Bring it on!

SLOBBERKNOCKER

99 Wins	Adam D'Arcy
72 Wins	Kevin Nunes
71 Wins	Steven Barton
67 Wins	Gordon McTurk
65 Wins	Lee Todd
60 Wins	Osman Bolukbasi
59 Wins	Michael Mould

FASTEST WIN

0'02"	Darryn Donnelly
0'02"	Antony Longmore
0'03"	Patrick Fay
0'03"	Steven Barton
0'05"	Kieron O'Connor
0'05"	Shane Cullen
0'06"	Marcel Falzon

MOTO GP

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the right analogue. It feels weird to start with, but it's the only way to crack the really top times.

FRENCH GP
PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

BRITISH GP
DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

JAPANESE GP
SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

SPANISH GP
PEREZ

1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

PACIFIC GP
MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

SSX CHAMPIONS LEAGUE

You're not showing any sign of being 'board' of this one yet. How could you be – keep those top scores coming in!

TOP SCORES

Snowdream	487,750	Mathew Bevan
	429,190	D Mackay
	400,170	Paul Woodall
	364,000	Daniel Hurtley
	352,360	Marc McKeown
Elysium Alps	833,240	Sam Payne
	704,950	Richard Dixon
	682,950	Mathew Bevan
	656,805	Paul Woodall
	608,200	Gavin Haywood
Merqury City	568,845	Paul Woodall
	515,500	Mathew Bevan
	486,975	Gavin Haywood
	446,040	Marc McKeown
	439,240	Ryan Smith
Mesablanca	506,870	Mathew Bevan
	380,081	M Dodsworth
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
Tokyo Megaplex	500,600	Sam Payne
	467,715	Paul Woodall
	464,690	Mathew Bevan
	449,245	Gavin Haywood
	384,495	Paul Woodall
Pipedream	700,670	Mathew Bevan
	676,360	Paul Woodall
	665,720	Mathew Bevan
	661,420	Paul Fletcher
	637,531	Gavin Haywood

TOP TIMES

Snowdream	1'48"15	Daniel Hurtley
	1'52"22	David Mulholland
	1'53"80	B. Henriquez
	1'53"72	Lu-Hai Liang
	1'53"83	Marius Cheek
Elysium Alps	3'49"77	Jonathan Kay
	3'49"95	Paul Redman
	3'49"99	David Mulholland
	3'52"72	Lu-Hai Liang
	3'55"14	Iain Jackson
Merqury City	2'31"66	Marius Cheek
	2'40"62	David Mulholland
	2'43"20	Lu-Hai Liang
	2'45"09	Paul Fletcher
	2'55"30	David Barnard
Mesablanca	2'16"09	David Mulholland
	2'16"21	Daniel Hurtley
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
Tokyo Megaplex	2'44"90	David Mulholland
	2'46"14	David Hipperson
	3'07"11	Marius Cheek
	3'09"53	Daniel Hurtley
	3'14"00	Thomas Pooley
Aloha Ice Jam	1'33"29	Mike Williams
	1'38"70	David Mulholland
	1'41"22	Marius Cheek
	1'41"47	Jonathan Kay
	1'44"60	Paul Redman
	1'44"77	Lu-Hai Liang

PRO-DOJO

"PSM2 READERS ARE BETTER AT GAMES THAN ANYONE"

GRAND THEFT AUTO 3

Since it's possible to cheat on *GTA3*, we've created our own challenges.

THE CROSS TOWN TRAFFIC CHALLENGE

To test your driving skills. The challenge is simply this – get from the Shoreside Vale safe house to the the arch under Portland Island's lighthouse – in the shortest time possible. Anything goes, except for using the Dodo.

FASTEST TIME

1'20"19	Adam Justice
1'25"87	Shaun Selley
1'22"58	Desmond Foley

THE YOU'LL NEVER TAKE ME ALIVE! CHALLENGE

Enter the full health cheat (R2x2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑). Enter the full weaponry cheat (R2x2, L1, R2, ←, ↓, →, ↑, ←, ↓, →). Fire a rocket-launcher into Shoreside Vale cop station, and see how long you last. You can run, you can hide – but you *can't* enter any more cheats, pick up bribes or get a spray job.

LONGEST TIME

11'35"	Mithun Umrao
8'11"68	Theo Litston
0'02"	Antony Longmore

THE FLYING WITHOUT WINGS CHALLENGE

For how long can you fly the Dodo? How far can you make it off the unique jumps? We've managed some truly Evel Knievel-rivalling tricks via the physics of firing the Rhino's guns backwards and caning it off a hill.

LONGEST TIME

6581 secs	John Scott
6419 secs	Desmond Foley
6243 secs	Luke C Hinson

TEKKEN TAG TOURNAMENT

When you send in your score for this one, don't forget to tell us who was in your team!

SURVIVAL MODE

430 Wins	Jin and Heihachi	Liam Raymond
400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
126 Wins	Ganryu and Jack-2	Hayden Joyce
109 Wins	Lee and True Ogre	Jamie Cory

TEKKEN BOWL

300 Points	Ganryu and Jack-2	Hayden Joyce
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han

TIME ATTACK MODE

1'52"70	Not stated	Bryan Henriquez
1'53"00	Jin and Paul	Stuart Morrison
2'00"00	Jin and Paul	Liam Raymond
2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton

CRAZY TAXI

Who'd have thought driving a cab could pay so well?

ARCADE MODE

$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles
$31,138.66	Sigbjorn Henning

TIMESPLITTERS

Do you feel lucky? Well, do you, punk? Send us your fastest times for each level in this lightgun shooter, then.

STORY MODE (NORMAL)

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58"7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

STATE OF EMERGENCY

Three minutes to overthrow a corrupt corporation? We've done worse. Top scores from 3-Minute Kaos and Last Man Standing, if you don't mind.

THE CAPITOL CITY MALL

3-Minute Kaos

1,642,800	Daryl Turnbull
724,700	Carl Robinson
561,800	Theo Litston

Last Man Standing

3.09	Sean Bedford
6.08	Andy Minkley
6.13	Johnny Martin

CHINATOWN

3-Minute Kaos

1,434,400	Daryl Turnbull
518,200	Carl Robinson
357,600	Sean Bedford

Last Man Standing

5.07	Dean Cash
5.24	Andy Minkley
5.31	Johnny Martin

EAST SIDE

3-Minute Kaos

532,700	Carl Robinson
254,500	Sean Bedford
223,800	Gareth Young

Last Man Standing

3.21	Andrew Cooper
4.10	Gareth Young
4.24	Johnny Martin

CORPORATION CENTRAL

3-Minute Kaos

625,500	Carl Robinson
515,700	Sean Bedford
325,400	Andy Minkley

Last Man Standing

10.33	Sean Bedford
12.20	Dean Cash
12.23	Johnny Martin

PRO DOJO ENTRY FORM

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑**
(Now put me on your DVD!)

I've got the following scores...

Game Score

Name
Age
Address

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

ONIMUSHA 2

PART 1 **FINISHED?** Good. PSM2's in-depth FAQ outlines the multiple routes, hidden trades and secret weapons you might've missed. Indispensable scenario map, boss tactics and fiendish puzzle boxes revealed.

AIM OF THE GAME

Sure, we've had to wait six months for a translation, but at least our version of Capcom's samurai epic runs at 60Hz with no borders. This time, you're still questing against a legion of demon samurai, but the man in charge is now legendary Samurai Jubei Jagyu. Basically, It's more of the same with multiple routes and more blades than a Gillette Mach 3.

TRADE DEFICIT

The big change is the trading system. You can exchange items with key characters to receive gifts and earn their friendship. The friendlier you are, the more they'll help you out. Your best mate will even appear as a playable character later in the game. You'll need to play the game four times to see everything, nailing a 100% scenario rating to earn goodies such as Oyu's special outfit.

We explain the trading system overleaf, with solutions for each character. Oh, and there's a whopping FAQ to help you complete the game. We're comprehensive like that.

WHAT WE SAID...

PSM2 ISSUE #22 May 2002

The action may feel familiar, but rarely so varied, exhilarating or engaging – it's the pinnacle of *Resi*-genre chic.

WHAT WE SAY NOW

OK, so it's not that original, but you get great combat, there's beautiful effects and some really diverting puzzles. It's perfectly pitched, oddly emotional blood-letting fun.

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STAYING ALIVE: SIX POINT MASTERCLASS

1. BLOCKING

Remember to block – by holding L1 – when cornered by multiple foes, then sneak in some hits as soon as they've finished. This is particularly useful against the razor-spine roller dogs and lumbering demon samurai. Conversely, if an enemy keeps blocking – like the pesky rotor bugs – kick them, by tapping back on the pad and pressing ○ to break their guard.

2. WEAPON SWAP

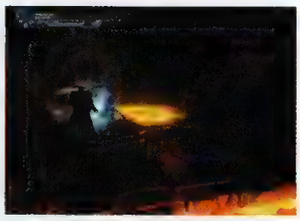
If you run out of soul power for a weapon, swap your swords. This way, you can keep juggling between special attacks – vital for boss encounters. The enemy rarely release souls relating to the weapon you're holding, so this tactic is vital.

3. CHARGE COMBOS

Once you've collected the relevant scrolls, hold R1 while standing still to charge your weapon. For a really powerful, non soul-sapping attack, charge your current weapon and launch into a combo, by quickly tapping ↓, ↑ and ○. Don't forget – you can also impale fallen foes by standing over them and pressing ○.

4. GUNS AND AMMO

Don't be shy with your arrows and bullets. A few well-placed rifle shots can disable the annoying rooftop archer lizards with relative ease. You'll find more ammunition than you might think. The flame bow is especially useful against the parasol-wielding demon queen Jujudormha.



MR LAVA MAN: You'll need to block consistently to survive against Gorgandantess.

5. CRITICAL CONDITION

To perform an ISSEN (critical hit) – killing your foes in one blow – tap the ○ button precisely when the enemy attacks you. If you've timed it right, Jubei will quickly stab his foes in a flash of white light. These critical hits can be linked together, killing multiple foes at once. Keep practising – the timing is critical.

6. HEALTH

If your energy's running low – always top up with a cheeky herb or pill medicine. It's very easy to get mugged by multiple foes and lose a lot of energy in a quick burst. If possible, save the bulk of your medicine for the mid-section of the game – the beachside battle with Gorgandantess is murder. If you've no items, look out for yellow life-providing souls mid-battle, and suck 'em in.

POWER CUT: Swap between weapons to keep a healthy supply of special attacks.

TRADING EXPLAINED

The trading system lets you exchange items with the key characters – Ekei, Magoichi, Kotaro and Oyu – to receive useful gifts. There are four ways to obtain gifts for trading: the shop, treasure chests, townsfolk and trading.

By giving gifts to the key characters, you can earn their friendship and play their sub-sections later in the game. Gifts can either be purchased using money (collected from fallen foes) in the village shop, or found in treasure chests dotted throughout the game.

To trade, stand next to a key character and press the Start button. Simply scroll through the GIFTS menu and choose the item you want to give. If the character likes the gift, they'll usually smile and laugh, rewarding you with an item of their own. Characters hold valuable items that can only be obtained through trading – such as the claw pieces, used to unlock a secret door later in the game. (See below). Basically, each character likes particular types of gift, as outlined below.

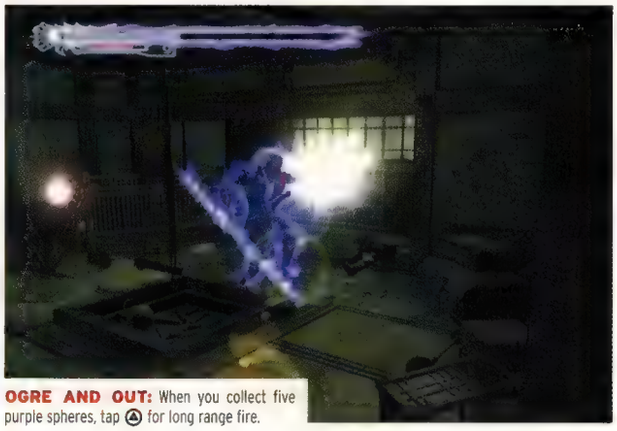
OYU

Female swordswoman. The love interest. You get to control her later in the game, regardless of what gifts you trade with her. You'll find her on the balcony above the wine house.

Likes: Girly stuff, like dresses, jewellery, flowers etc.

MAGOICHI

The gunslinger. Found in the wine house, next to Ekei the monk.



OGRE AND OUT: When you collect five purple spheres, tap △ for long range fire.

PIKE OF THE BUNCH: The ice spear can be lethal - try launching into a combo attack.

Likes: scholarly things and ancient artefacts, like scrolls, guns and antiques.

EKEI
The fat monk. You'll find him sitting in the wine house.
Likes: food, wine and anything relating to indulgence.

KOTARO
The teenage ninja. Sits in the room above the wine house.
Likes: teenage stuff: toys, gadgets – like the compass or playing cards.

TRADING: THE DARK SECRETS
The degree of friendliness bar is hidden, but determines which characters help you out during the game and those who you'll get to control later on. If you give a character something they hate, lowering their degree of friendliness, you can give them a Forget Flower from the shop to erase the effect of the last trade. Alternatively, the mushrooms (dropped by fallen foes) will confuse characters, causing them to give up valuable items, without affecting your friendship.

Basically, trade using common sense. Ekei the monk won't take kindly to being offered a kimono. Your relationship with one character influences your relationship with another:

1. The friendlier you are with Oyu, the less friendly you are with Kotaro and vice versa.

2. The friendlier you are with Magoichi, the less friendly you are with Ekei and vice versa.

3. Your relationship with Oyu and Kotaro is separate from your relationship with Magoichi and Ekei and vice versa.

Since you can only be best friends with one character at any time, you'll need to replay the game four times to see all the different stories and sub-routes.

THE MYSTERIOUS CLAW PIECES
The claw pieces (which look like little skeletal fingers) are needed to open a secret door later in the game, which leads to a puzzle chest containing the powerful black necklace. The claw pieces must be obtained by trading with the key characters, who require a special item to give up their rib piece. If they won't surrender it, butter them up with a series of agreeable gifts.

To get the claw piece from Magoichi: Give Kotaro the compass to receive a fold out scroll. Give the scroll to Magoichi to get the claw piece.

To get the claw piece from Ekei: Give him the china tea set.

To get the claw piece from Kotaro: There doesn't seem to be a definite 'trigger' item, so keep trading until he gives it up.

THE SOUL SYSTEM: EXPOSED
If you don't understand the soul system, you'll struggle through the game. We've outlined the fundamentals below, with some incredible insider hints.

THE UPGRADE SYSTEM
By absorbing the souls of defeated enemies (hold ◎), you can trade their soul power to make yourself more powerful. Soul power can be traded at the save points (the little birdhouse pagoda things) by choosing the enhancement option. Don't forget that you can upgrade your armour, soul-glove and shoes as well as your weapons. Upgraded weapons are more powerful, with increased range special attacks. You need powerful weapons to make the final section of the game easier.

SOUL COLOURS
The different coloured souls have different effects.

Red Soul: used to charge your weapons and armour.
Yellow Soul: fills your Life bar.
Blue Soul: fills Oni Strength bar.
Purple Soul: absorb five of these to temporarily transform your character into an Onimusha – or super demon ogre. In this state, Jubei can unleash unlimited super attacks using the △ button. However, purple souls are bigger than all of the other souls and take longer to attract to the soul glove.

BLAST ORDERS: Only collect the last sphere when absolutely necessary.

SOUL NECKLACES
The coloured soul necklaces can be used to attract a particular type of soul energy – eg. the purple necklace attracts soul power for the purple lightning/thunder sword. Necklaces are usually found by complex trades, performing special tasks for villagers or completing the demon realm challenges – more later.

INSIDER KNOWLEDGE
Completing the game's relatively easy, but if you're stuck, you can save aggro with our hints, including secret items and multiple path triggers. We've listed the events in chronological order – use the map over the page...

SECRET TRADE ITEMS
Immediate shortcut:
Before you use the first Dragon Shrine to claim the lightning sword, return to the Jagyu house – the place where you started the game. Scour the house to find the abacus, fork, teaset, kaleidoscope and both halves of the Four Gods dragon map (one by slashing a hanging scroll, the other by searching the box in the pagoda near the garden). This detour isn't essential, but helps later on.

THE VILLAGE (PART ONE)
Explore the village and talk

RAZOR'S LEDGE: Hold tight until the blade has passed over your head.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

GRASS ACT: The bow's in the ironsmith's - but talk to everyone to maximise your trades.

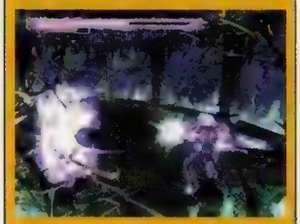
JUBEI DOO: Enter the Jagyu house to collect some essentials.

THE DREAM DIMENSIONS

Much like the Demon Realms from *Onimusha*, battle through these secret areas to receive powerful new items.

THE GREEN DIMENSION

After Oyu's bit, when you warp to the Gifu castle rooftop, go down the stairs (where Ekei's optional sub route is triggered) exit the room and enter the sealed door to the right. Break the door seal with the Lightning sword and use the Green illusion Dream Wedge to



enter the Green Spirit Dimension. Battle through all ten floors – take plenty of medicine here – to be rewarded with the Purple Necklace (this scenario is optional).

THE PURPLE DIMENSION

Just before you cross the drawbridge for the last battle, duck to the right and use the Purple Wedge to enter the Purple Dream Dimension. You've got to fight through 20 – yes, that's 20 – rounds to nab the awesome fire sword, a weapon with unlimited special attacks and devastating range. Use plenty of charge-combos, always swap between weapons and keep moving – this is murder. As a general rule, fight faster moving – or multiple – foes with the wind maru, lumbering ogres with the ice pike and rotor bugs with the hammer – it'll squash them flat.

everyone – it's the only way that you'll get all the items. At the start of the game, the man standing next to the kimono lady will give you some confetti, and the bloke with the backpack will give you a scroll. Head up the steps to the stables to find the tengu mask, which is hidden in a barely-visible box by the log pile. Talk to the two men in front of the Ironsmith Shop in order to meet Kotaro at the second floor of the Wine House. (Optional, but advised).

THE VILLAGE (PART TWO)

NB: These events can only be triggered when you've defeated Ginghamphatts (the spider boss) in the mine, and returned to the village for the second time.

Store Event:
Talk to the boy in the store and you'll be given a mission to change the Chalk into a Melon. Give the Chalk to Ekei. Receive the brown book from him. Give the brown book to Magoichi. Receive the Emblem. Give Emblem to Kotaro. Receive melon. Give melon to the boy in the store. Pop back later on for a necklace-shaped reward.

Pickpocket Woman Event:
Hear the tale about the pickpocket woman from Ekei. Meet the woman at the right side of the Stable. Talk to the woman at the veranda on the second floor of the Wine House. Talk to the woman at the Ironsmith Shop. Talk to the woman at the right side of the Stable again. Receive the Bell Which Doesn't Ring. Give the Bell to Ekei. Receive special item.

THE VILLAGE (PART THREE)

NB: These events can only be triggered once you've returned from Onimusha castle on the mechanical horse.

Kotaro Event:
Talk to Kotaro beside the Stable. If you haven't met Kotaro before, you can meet him here.

Melon Reward:
If you successfully completed the Store Event (with the melon), talk to the man in the store to receive a soul necklace (equip in the main menu).

Big Spender:
If you have purchased all the merchandise in the store (which you really should), talk to the store keeper to receive a special soul necklace.

Market return:
After hearing about the special item from Oyu, go to the blue store at the far left of the Market Place and talk to the store keeper as often as you can to receive a soul necklace.

FAQ

How do I save the man by the well in Onimusha castle?
You'll need the Purify Pendant, which you can find on the first floor of the castle by following the rooftop gantry to the stone room (where foes leap out of holes in the floor). The guy will give you the second rib piece, to open the skull-shaped door.

How do I dodge the flying razor blade?
So you've solved the Four Gods puzzle in the Jagyu house, right? If not, just copy the pattern below (you should've nabbed both parts of this map elsewhere in the house). Go down the ladder and jump the pit. Cut the rope and a razor will head your way. Don't panic – run back to the pit, leap and keep hanging until the razor passes. Pull yourself up and continue to the exit.

I've cleared the mine and returned from Onimusha castle, but now I'm stuck in the village. What next?
You need to speak to the woman holding the parasol in the market (next to the stables). Easy.

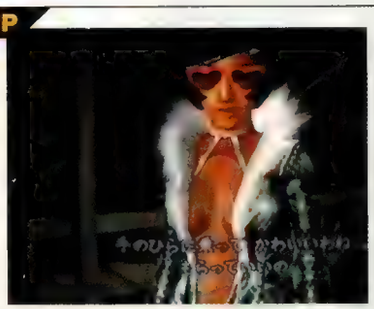
I'm stuck in illusion forest – what do I do?
The forest's one big puzzle. To escape, you've got to destroy the floating yellow ghost three times – make things easier by using the wind maru special attack and don't waste time fighting with anyone else.

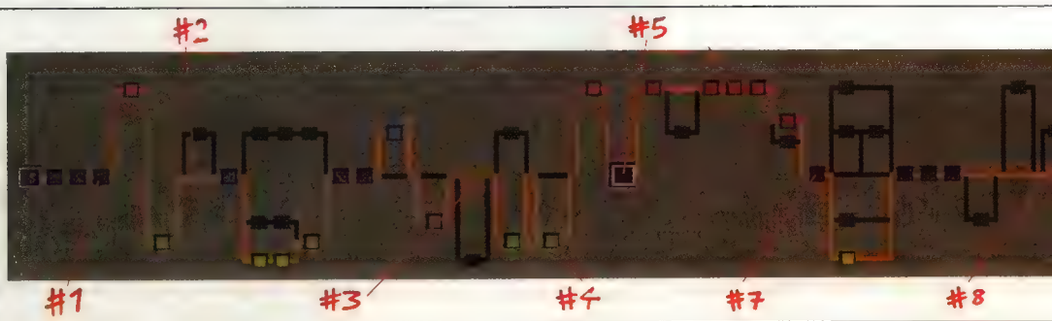
I've finished Magoichi's sub section in the mine and got the Bamboo Antidote Cannister. Where next?
Enter the boathouse area (which is on the far left of the poolside gantry) using the New Moon Key. Enter the boathouse hut, go down the steps and sail across to the new building. Find the two petrified men (statues blocking the path) and use the cannister to release them. Follow the path to the altar.

How do I solve the shutter puzzle to release the aeroplane?
Rotate your right and left analogue sticks simultaneously to unfurl the shutter before the timer runs out. Rotate the right analogue stick clockwise, and the left analogue stick anti-clockwise. Rotate the sticks quickly, but don't let one side of the shutters get too far ahead, or the door will get stuck. If it does, stop, and wind the shutter back a little before starting again.

SCENARIO MAP

You'll need to play the game at least three times to unlock all of the sub-routes and all of the game – including Oyu's sauce-sational funk outfit. If you're struggling, use our scenario map, which is usually presented at the end of each game. The key events are numbered chronologically, relating to sections of the text.





WINDY RICHARDS: Use the wind maru's special attack on the ghost in illusion forest.

ACNE MARSHES: Jujodormah is tricky - maximise your close range special attacks.

BOSS BATTLES

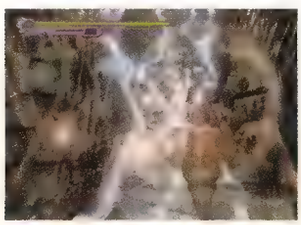
1. GINGHAMPHATTS (SPIDER BLOKE)

The spider boss keeps coming back for more, but he's only troublesome once – in the illusion forest. Here's how to nail him.

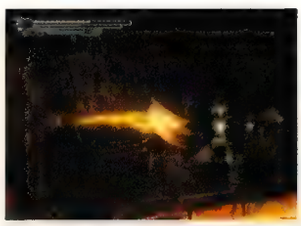
Ginghamphatts's a lot harder than in the mine. Don't be afraid if you take a mild beating initially, as this'll trigger valuable help from your key ally. If nothing else, your pal acts as a secondary target, letting you focus on the spider. Once you've received help, the key tip is to keep your energy topped up – even when it's half full – and use lots of special attacks, particularly the ice pike and lightning sword. After a little while, the boss will disappear and start charging out from the bushes. Look for where the leaves start to rustle, so you can anticipate his charge. After five or six special attacks, the boss should kark it.

2. JUJODORMAH (THE PARASOL HAG)

The boss uses loads of long-range attacks – usually in flurries of three or four – so block all the time to neutralise her projectiles. Use your energy herbs sparingly (you'll soon see why) and focus on hard-hitting special attacks when she drops her guard – like the ice pike or lightning sword. If you've got them, retreat back and use some fire arrows. An ally will come to your aid if you lose more than a certain amount of health. The trick is to hit the boss hard and fast – so swap your weapons frequently to maximise your special attacks when you're in close. Try to save some herbs for the impending beachside battle with Gorgandantess.



BURNT BACK ARACH: If you've found the fire sword, keep lashing out with specials.



GORGANDANTESS INFERNO: The ice-pike combo attacks help Oyu's appearance.

3. GORGANDANTESS

Gorgandantess is your nemesis, and completely unbeatable (trust us) until your third – and final – confrontation. But that doesn't mean it's going to be easy. Here's how to survive his evil red-chinned onslaught:

Battle One:

This occurs after Onimusha castle, about 2.5 hours into the game. Basically, you can't win this battle – just wait until your swords lock together and Oyu appears. Use lots of blocking interspersed with charge-combo attacks to sneak in hits. Gorgandantess has annoying long range knife throws and lightning flurry attacks, so keep moving. Sorted.

Battle Two:

The battle on the beach occurs immediately after fighting the parasol hag, so make sure you've saved some health items. This is hard! Block LOTS, don't try anything risky and use as many special attacks as possible. Keep moving from one end of the beach to the other, and if you've got energy herbs, use them frequently. Forget about the lightning sword – the special attack never makes contact. Focus on the ice pike and use the charge-combo method to sneak in cheeky hits. You need to score a certain amount of damage to trigger the cutscene.

Battle Three:

Once the battle starts, use the Break Demon Flute (obtained by Oyu) to eliminate his defensive aura. With his shield eliminated, you can finally inflict damage. His skills, strength, and speed are still the same as before, so fight carefully. By now, most of your weapons should be charged up to level 3. Use plenty of special attacks, keep changing your weapons and block frequently. This is much easier than the encounter on the beach.

SECRET GAME MODES

When you finish the game, you unlock some new game modes, accessed via the menu on the main options screen:

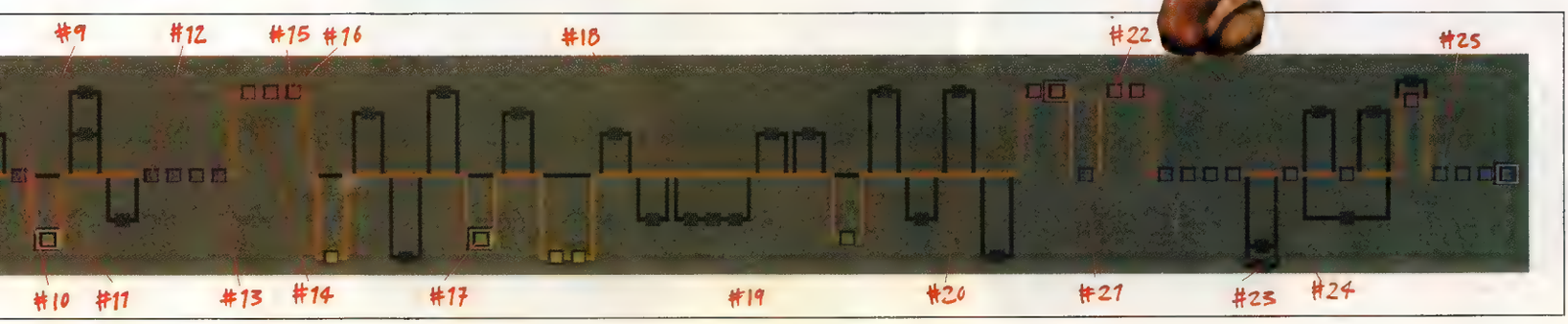
1) SCENARIO RANKING: shows how well you finished the game.
2) GANGSTER COMBAT MODE: (Matsuda in a black suit)
3) ONI SPIRITS BATTLE MODE: (minigame)
4) PUZZLE ILLUSION DREAM DIMENSION: you need to find all the paintings of the beautiful women to unlock this minigame.
5) HARD MODE: (after finishing on easy mode)
6) STRONGEST EQUIPMENT MODE: (after finishing on hard)
7) ISSEN ONE FLASH MODE: (after clearing Oni Spirts game) – in this mode, you can only kill the villains with ISSEN hits.

Complete the game with 'Onimusha' rank to earn the leather suit.

Complete the game with 100% scenario ranking to earn Oyuu's extra costume.

4. NOBUNAGA

Use lots of health items here – Nobunaga's attacks are very powerful. Nobunaga will attack you with all the elemental powers – corresponding to the weapon you are holding – so keep changing your weapons to hurry him along. Use the wind maru attack



PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

FIGHT-IN COVE ALBION: The lightning sword is useless here, so return to the ice pike.

PUZZLE BOXES

Honestly, they're easy – with three mind-bending exceptions:

1) GIFU CASTLE: After you warp on to the castle rooftop, go down the ladder and it's right at your feet.

#15

```
  1 2
  - *
8 # # # - 3
7 - # * * 4
    * -
    6 5
```

Solution: Move 2, 4, 6, 8, 1, 7

2) GIFU CASTLE: This is in the room behind the yellow seal that you break with the hammer.

#16

```
    1 2 3
    - - -
12 - * * * # 4
11 - * # # # 5
10 - * * # # 6
      # # #
      9 8 7
```

Solution: Move 6, 7, 9, 5, 8, 4 done

3) OGRE MILITARY AIRSHIP: This one's near the start point.

#23

```
    1 2 3
    - * #
12 * # # # - 4
11 - # # # * 5
10 _ * # # * 6
    * - -
    9 8 7
```

Solution: Move 5, 2, 6, 8, 11, 3 done

SNOOKER JUBEI: Make sure you've saved plenty of energy for the beach battle.

NOB DAY AFTERNOON: Nobunanga's transformations include h's basic demon form.

when he's airborne, fire sword when he's on the floor. Above all, keep moving.

SUB-ROUTES REVEALED

Regardless of what you do, you will always play as Oyu, but the other sub-routes are determined by the trade system that we've already taken you through. You'll only get to play as the character that you're friendliest with – so trade carefully.

1. KOTARO'S SCENARIO

If you get lost in the illusion forest a total of three times, you get to play as Kotaro. Here's the solution to his scenario:

Playing as Kotaro, pick up the blue Soul Absorbing Rosary by the Save Point. Climb the ladder and grab the Red Illusion Dream Wedge from the chest. Head to the bridge. Use the wedge in the area bathed with red light to enter the Red Illusion Dream Dimension. This is the same as Demon Realm from Onimusha: battle to the bottom level to get the Red Stone Pillar, and the Blue Illusion Wedge.

Cross the bridge and return to the Dragon Shrine. Kotaro can use his skills to climb the wall next to the stone tablet. Advance past the swamps and through the door, using the Blue Illusion Wedge in the area of blue light.

If you reach the deepest floor, you'll receive the Blue Stone Pillar. Use the Red Stone Pillar and Blue Stone Pillar on the totem beside the Save Point. Enter the forest and return control to Jubei.

2. OYU'S SCENARIO

You take control of Oyu after the battle with Gorgandantess on the beach. Anyway...

Switch control to Oyu, and receive the Red Soul Absorbing Rosary from Takajyo. Use the Save Point in the corner of the room. Go down the central tunnel to the room with the huge statues. At the end of the passage, pick up the Key Plate from the treasure chest. Return to the main hall.

Next, you have to use the Key Plate on the fenced structure – where Takajyo appeared – to unlock the two remaining doors. Go through the right hand door and go forward until you reach the huge shrine statue. Collect the map that you can see there. Proceed to the room with the glass floor, and kill a leaping fish to reveal the way out.

Go down the ladder and defeat the multi-tentacled beasty to reveal the portal of white light. Enter the portal, and battle towards the save point.

Whatever happens, don't ignore the treasure chest containing the sword (or forget to equip it!). At the end of the crystal bridge, you'll reach a huge ice cavern and a boss battle.

After defeating him, you'll receive the Break Demon Flute – which is vital for the final battle with Gorgandantess. Return to where you left Jubei, and switch control. Route ends!

Controlling Oyu:

Oyu is similar to ninja femme-fatale Kaede from *Onimusha*, lacking in power, but swift and brutal. Press △ to charge Oyu's sword, making it more powerful. Use plenty of ISSEN hits and press L2 to throw mini knives. Mid-way through the scenario, you'll collect a more powerful weapon – don't forget to equip it.

3. EKEI'S SUB-ROUTE

If Ekei's your best mate, you get to control him when Jubei warps our of the beachside castle onto Gifu rooftop and gets stuck.

Switch control to Ekei. Enter the corridor with the paintings and get the Yellow Soul Absorbing Rosary. Exit through the door into the pond area. Nab the Sakura Key from the treasure chest at the South end. Exit through the door into Onimusha castle courtyard.

Enter the castle, proceed through the central doors and use the Sakura Key to enter the previously-sealed room on your right. Get the armour from the treasure chest and equip it. Solve the Puzzle Chest (Left centre, top left, right top) to get a soul stone. Continue until you find the New Moon Key in the treasure chest. Return to the pond area and use the New Moon Key on the sealed walkway door to the left.

Advance on the one-way path until you reach the waterfall – find the chest in the alcove, and equip the Halberd. Go through the door and save in the boathouse. Descend, and sail to the distant building. Enter the building, fight the bull boss. Don't mess about – use charge-combo with the Halberd and don't let your energy fall too low. The boss can decimate your health with two unblockable hammer strikes, so keep on the move. Get the Snake Key and return to where you left Jubei. Use the Snake Key to let him out. Route ends!

4. MAGOICHI'S SUB-ROUTE

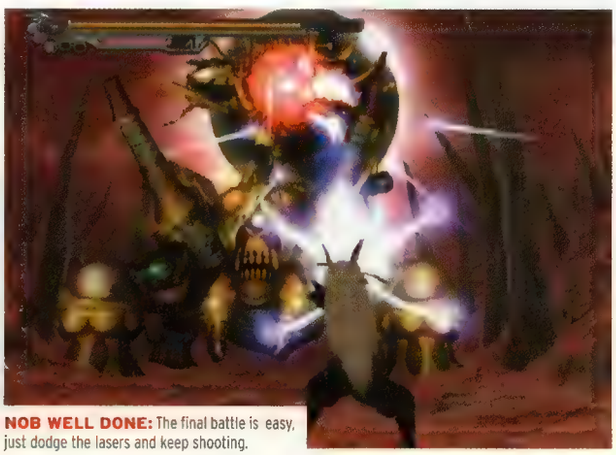
This occurs just before you enter the boathouse, in a room on the gantry to the top right. Use the altar to warp into the mine...

Enter dimension. Switch to Magoichi. Advance on the one-way path inside the cave. Defeat the multi-tentacled beast. Activate the switch to lower the drawbridge. Use the Save Point midway through the cave. Pick up the flamethrower. Defeat the bull boss to get the Antidote Powder Bamboo Canister. Don't despair – if the floating jelly beast steals the Antidote canister, hunt it down quickly with your machine gun to retrieve the item.

Release Jubei. Scour the cave to find all the petrified statues, and use the Canister to revive them – you'll receive health items for your trouble. Return to the pillar of light. Sub route ends.

(If you're playing as Jubei, the section's near identical – just remember to break the passage seal with the Rotating Wind Maru). Game Over. Or is it..? Yes.

SVEN GORDAN ERIKKSON: The show-down with Gorgandantess is simple - use the flute.



NOB WELL DONE: The final battle is easy, just dodge the lasers and keep shooting.

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:: New/Chart Hits

Artist / Tune	Order code
ABS / What you got	1861905
Atomic Kitten / Tide is high	1861904
Avril Lavigne / Complicated	1861880
Camp kill yourself (CKY) / Shippensburg	1861898
CCR / Have you ever seen the rain	1861883
Coldplay / In my place	1861886
Daniel Bedingfield / James Dean(I wanna know)	1861888
Darren Hayes / Strange relationship	1861901
Def Leppard / Now	1861893
Dj Slow / Got to funk	1861881
Eminem / Hailies song	1861882
Entwine / Losinf the ground	1861891
Elvis Presley / Suspicious minds	1861902
Final Fantasy 10 / Suteki Da Ne	1861903
Genesis / Jesus he knows me	1861889
Herman Hermits / No milk today	1861892
Jennifer Paige / Stranded	1861900
John Fogerty / Centerfield	1861879
Man in the iron mask (Movie Theme)	1861887
Milky / Just the way you are	1861890
Nek Feat.Laura Pausini / Sei solo tu	1861897
N.E.R.D / Rockstar	1861895
Pointer Sisters / I'm so excited	1861885
Ronan Keating / I love it when we do	1861884
Röyksopp / Remaind me	1861894
Santana / Smooth	1861899
Starwars (Episode2) / Across the stars	1861878
Sugababes / Round round	1861896

:: Most Popular/Themes

Artist / Tune	Order code
Scooter / Ramp(The logical song)	1861859
The Simpsons (TV Theme)	1860280
Beverly Hills Cop / Axel F.	1860562
Ja Rule Feat.Ashanti / Always on time	1861764
Nickelback / How you remaind me	1861769
Mission Impossible (TV Theme)	1861421
Ashanti / Foolish	1861793
Linkin Park / In The End	1861183
Eminem / Without me	1861824
Ian Van Dahl / Reason	1861860
Halloween (Movie Theme)	1861077
Lasgo / Something	1861770
Fat Joe feat.Ashanti / What's luv	1861802
Ian van Dahl / Castles in the sky	1860725
PPK / ResuRection	1861710
Shakira / Whenever Wherever	1861772
Kylie Minoque / Cant get you out of my head	1861692
Darude / Sandstorm	1860229
Men behaving badly (TV Theme)	1861400
Pink Panther (Movie Theme)	1861596
Daniel Bedingfield / Gotta get thru this	1861730
Alien Ant Farm / Smooth Criminal	1861693
Will Smith / Black suits comin'(Men in black 2)	1861851
Pink / Dont let me get me	1861792
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PHONE LOCK	1880083	**I LOVE U**	1880032
TITANIC	1880086	**FRIENDS**	1880017
JUMP	1880013	**FOR SEXY PERSON**	1880072

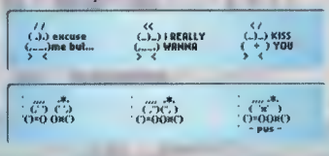
:: Most Popular

SEXBOMB	1880067
SESSION	1880069
SEX	1880089
BLOW	1880033
SUCK MY	1880034
HANDS FREE	1880021
BIGBOOBS	1880003

:: Other

PIG SEARCH	1880061
GOOD NIGHT	1880030
BODY	1880004
HEY YOU	1880018
CRUISING	1880044
PRESS DOWN	1880062
HAPPY BIRTHDAY	1880023

:: Examples



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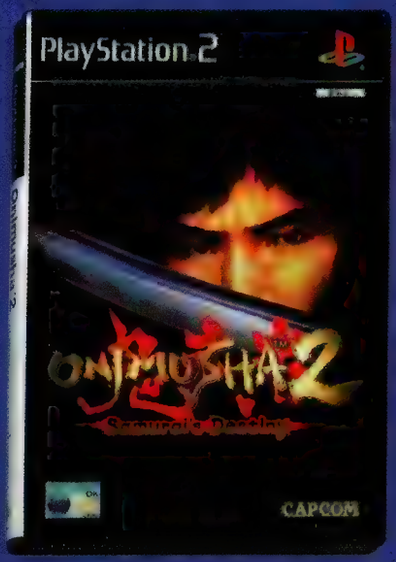

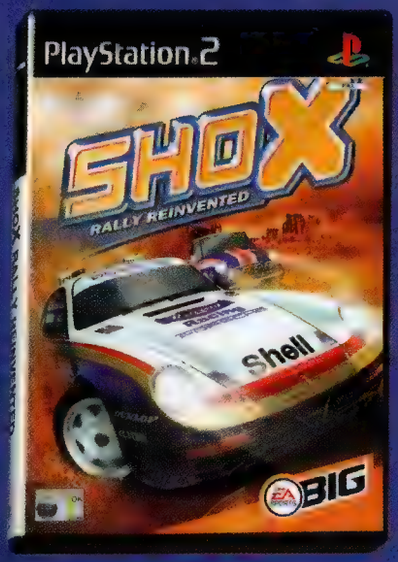

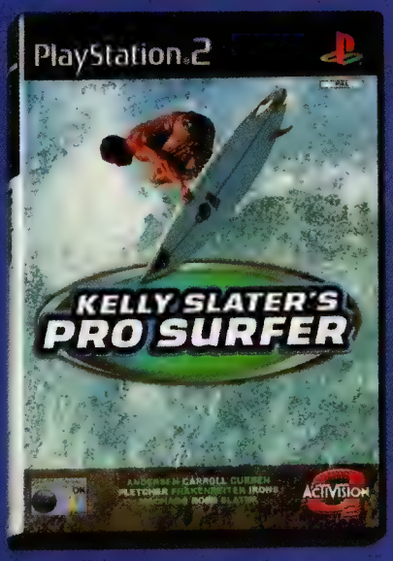

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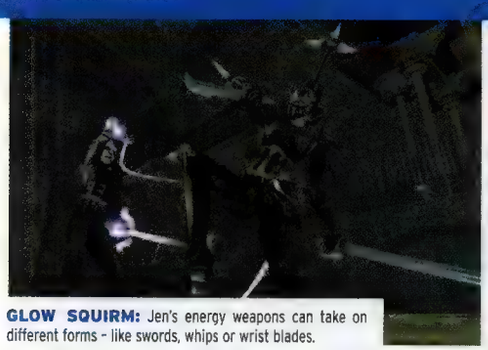


GLOW SQUIRM: Jen's energy weapons can take on different forms - like swords, whips or wrist blades.

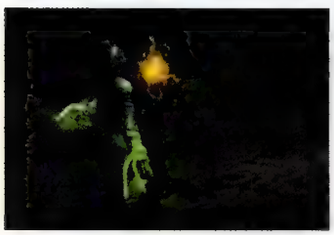
MARK IT FORCES: The tattoo on Jen's back represents how much demon energy she has left.

EXPECTED UK NOVEMBER

PRIMAL

Yeah, you take your vampiric smorgasbord elsewhere, Buffy, PS2's got a new mistress of the darkside.

We've been following Jennifer Tate and her sidekick Scree from a safe distance for quite some time now. Hugging the shadows, creeping up on them at opportune moments and wigging in on pertinent conversations. The latest chance encounter came at the recent PlayStation Experience where PS2 gamers could find out just what the diabolic duo hoped to bring to third-person horror adventure...



The idea: Jennifer's fella, Lewis, has been abducted by Abaddon, the lord of chaos, who is using him to destabilise the balance of power within the demon realms. So it's up to you to uncover your hellish heritage, explore four elemental realms and get his sorry ass back to Mortalis – the human plane of existence. *Riiiight...*

Best Features: After catching up with development anchorman, Chris Sorrell, we concentrated our interest on what Scree brought to the dual character set-up. As well as being controllable by the player, he can also climb any stone surface, operate as a battery for the dark energy Jen needs to transform into different demons, and can possess statues for combat against larger foes. Think gargoyle-cum-Black & Decker multitool and you'd be within spitting distance.

Bottom Line: Speaking to gamers at Sony's Earls Court event, the buzz seemed to be that *Primal's* a slightly cleverer and tidier version of Eidos' *Soul Reaver*'. Not a bad thing – especially when you consider the diversity of play the elemental realms – but we were really banging on a more radical departure from form.

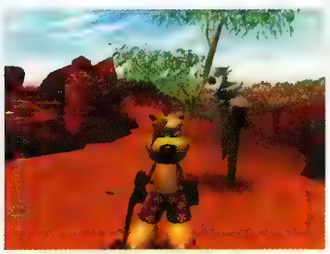
ANTICIPATION ★★★

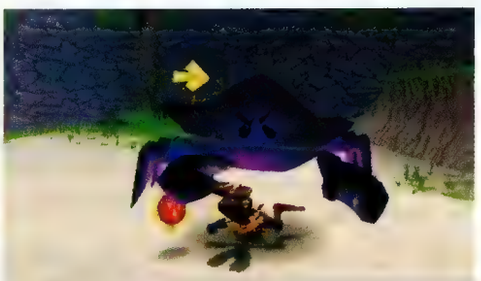
BISHI SPLASHI: New combat manoeuvres are presented as Jen enters the water world of Aquis.

EXPECTED UK NOVEMBER

WALLITBE: Kangaroos. Harder than you'd think. They need two smacks with the boomerang.

TY THE TASMANIAN TIGER





STONE HOME: Not eggs, not stars but - in keeping with the Aussie theme - opals. Get collecting.

GO FLYABOUT: Using his two boomerangs as wings, Ty can glide short distances across the levels.

EA have delved into the back catalogue of extinct species and they, heh-heh, decided to give Warner Brothers something to think about with their own unique take on Antipodean fauna. Those crazy creative types...

The idea: You're not a bandicoot – you're a tiger. Brilliant! Collect five mystic talismans before resident dino baddie, Boss Cass, nabs them all and gives the Dreamtime an unpleasant alarm call. Hell, you know the score...

Best Features: Aside from being able to wallop enemies with a twin boomerang attack, there's nothing here to distinguish it from the hordes of generic platformers. No spaceships in the style of *Haven*, no rotor packs á là *Ratchet & Clank*, and no need to stray far from the trail. Checkpoints do arrive in the sniggering shape of dunnies, but this is the first in a downwards spiral into the Crocodile Dundee school of Aussie terminology.

Bottom Line: Solid enough in the looks department, but currently cursed with the scourge of all second-rate platformers – a camera with about as many smarts as a Box Brownie.

ANTICIPATION ★★

EXPECTED UK OCTOBER

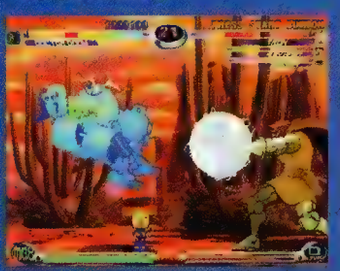
LMA MANAGER 2003

The Idea: Same name (almost), same game (nnn... pretty much), but with just enough new stuff in there to keep Stattos and management newbies chipper.

Best Features: A shiny new search engine that saves days of painful trolling through all 720 European clubs in a hunt for that one star out of a gathered 17,000 players. Plus, this time – thanks to a new FA ruling that all player transfers must be completed by August 31st – all team line-ups will be 100% accurate for the 2002/2003 season. The best soccer brain-game on PS2 then? Sharp.

Bottom Line: Not so much a sequel as an update to existing games. So one for the die hard followers and anyone who's yet to experience this excellent management sim.

ANTICIPATION ★★★



NOVEMBER

MARVEL VS CAPCOM 2

The Idea: Fight as any one of 40 characters from the Marvel and Capcom stables in a three-way, triple tag horrorshow of multiple hits and screen burning specials.

Best Features: Three types of assist attacks that are now craftily meshed into the tag system. As a result, you can either call in one of your two compatriots for a direct tag, or an air, projectile or ground quick hit assist. And there's also a new special that forces an opponent to tag, allowing you to KO weaker rivals first. Beyond these though, everything is pretty much as you'd expect. Variable attacks and combos along with the ability to use points gained in bouts to unlock fresh character wardrobes as well as choice slivers of gallery art.

Bottom Line: More frantic 2D fighting with enough obscure references to keep Capcom aficionados smug. Pity the network options not going to make it over here just yet.

ANTICIPATION ★★

EXPECTED UK TBC

STARSKY AND HUTCH

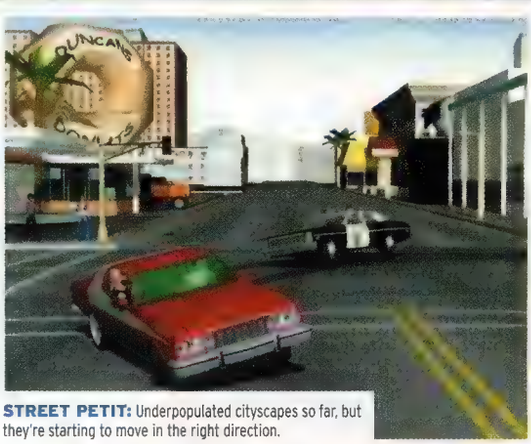
Knit us a cardigan and stick a flashing red light on top, it's those '70s pin-ups David Soul and Paul Michael Glaser in their very own game. Look – new shots...

The Idea: Throw the eight cylinder Ford Torino around Bay City, hang out of the window and blow the local bad-asses away with your police issue revolver. Leap out of the car? Slide across the bonnet? Stroke your porn moustache in the satisfaction of clearing another piece of scum from the street? Nope, just driving and shooting by the looks of it...

Best Features: Nostalgic lure of the TV series aside, there are a host of choice extras that could put some distance between this and the likes of *GTA: VC* and *True Crime*. Although it does have a vast, sprawling metropolis full of scum and a retro soundtrack, it also gives you a chance to play co-op across the game's 25 missions – one driving while the other takes care of the pistol work via either a DualShock 2 or lightgun. Then you've got four modes of play – Arcade, Race, Bug and Pass the Bomb – as well as the perennially hip tones of Mr Antonio Fargas resurrecting the show's dapper informer Huggy Bear.

Bottom Line: OK, the Bay City map we've seen has got us excited – riddled as it is with locations like Broken Bridge Jump and Drive Thru Warehouse – but we're still doubtful that this'll go that extra mile to fend off the competition.

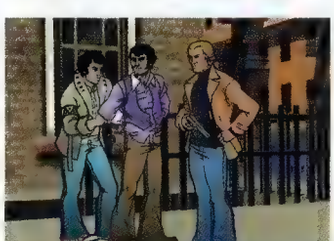
ANTICIPATION ★★



STREET PETIT: Underpopulated cityscapes so far, but they're starting to move in the right direction.

JUMPING IRON: With the emphasis firmly on four-wheeled action, expect strategically placed jumps and cardboard box-filled alleys as far as the eye can see.

HAIL AND CHASE: We're still worried that missions will be a series of extended car chases.



BEAT FIRST: Nice to see art depicting the likely lads out of the car, but it's never going to happen.

LOU TORINO: Fingers crossed the driver gets a button option to place/remove the red light.

JOLLY CODGER: The leader of the cyborg pirates and previous owner of Morph, John Silver.

PILL ME UP: Get these lozenges up and running and you'll open the portal to the next level.

EXPECTED UK NOV

TREASURE PLANET

SAIL OF THE CENTURY: Collapse the sail and you can pull off some *SSX*-style grinds.

Shiver me warp drive, splice the Klingons and batten down the tractor beams, it's Treasure Island but... in space – see what Disney have done there? C-l-e-v-e-r...

The Idea: Become Jim Hawkins, and head off to Treasure Planet in this platformer from Bizarre Creations, the guys behind *Fur Fighters*.

Best Features: As platformers go, this one's dead fast. Over-zealous Jim rockets around the screen taking down mechanised enemies at a frightening pace, and that's before he gets to race and pull tricks on his Solar Surfer. It's also got the added tang of Jim's floaty companion Morph – don't think lump of brown Plasticine, think transparent pink fish. Anyway, power up Fin-Boy via different generators and he mutates into various time sensitive gadgets that can be used by Jim. As with *Ty* earlier though, there's little here that pushes the platforming envelope. And yet it's still solid, playable and well crafted even in its unfinished state.

Bottom Line: Atlantis tried to mine the steampunk brain bank for Disney previously and only grossed a 'paltry' $14.6m in its first week. So, despite the game's best efforts, it could all go Davy Jones if the flick's a flop. We'll see come November...

ANTICIPATION ★★

AH, FISTO... Morph transforms into a pair of bionic arms so he can break open armoured boxes.

TBC

PROJECT MINEVA

The idea: Shit's going down in a global terrorist kinda way, and you, the lady leader of the Secret Attack Team (SAT), are called in to carry out team-based stealth executions.

Best features: *Rainbow Six* styled play – with all the sniper rifles, hostage rescues and laser targeting that that entails – but with a cleaner front end. Plus you can control up to four people, and scope the area with possibly the most informative radar systems seen in this type of game.

Bottom Line: Not doing anything too radical with the squad-based action but the few screens we've seen are surprisingly good-looking. Plus, the Taito publishing tag could well mean we see this by the start of next year.

ANTICIPATION ★★

MARCH 2003

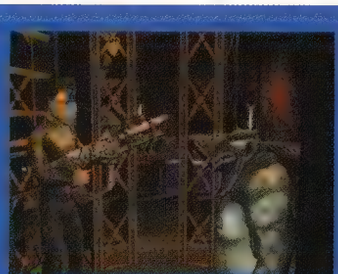
MACE GRIFFIN: BOUNTY HUNTER

The idea: Continuing our trend for spoiling Xbox 'exclusives', we've just heard that *Mace* is indeed coming to PS2. So, for all you wannabe bounty hunters, this is definitely worth a peek.

Best features: As with the upcoming *Falcone*, it touts both ground and space combat minus load times or covering cutscenes. But Craves game seems to have a wider scope: A vast universe housing over ten species, seven spacecraft and missions that lead you to alien cattle ranches and the temples of religious cults.

Bottom line: Chase NPC quarry into space port. Watch him blast into orbit. Follow in stolen craft and shoot him dead. Yes, we're up for this one.

ANTICIPATION ★★★★



TBC

RLH

The idea: We started coverage on this over a year ago and it's finally about to hit the UK. Has the passage of time been favourable to this space-based slasher?

Best features: Cool spooky score (good). Tons of shooting (hmm, good). Voice talent of Captain Janeway, the bloke out of Millennium and the Kurgen from Highlander (we knew all that already). Beyond that? Still the same clunky third-person adventure that we like the idea of, but were always dubious about.

Bottom line: Having repeated enemies drop on you does not a good game make. And because it's already out in the US, precious little is going to change before we review PAL code.

ANTICIPATION ★

NOVEMBER

THE SIMS

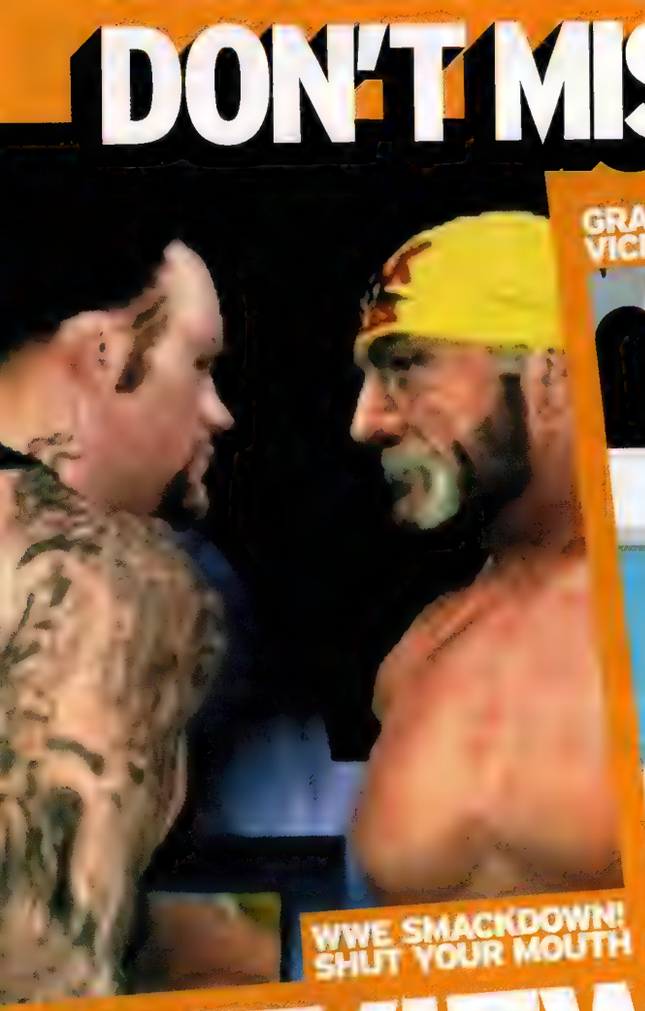
The idea: Go to work, get married, buy stereos the size of washing machines, and generally live virtual life to the full. Another title playable at the PlayStation Experience at Earls Court and one that could well start a quiet riot in the office.

Best features: All new exclusive stuff to PS2, including a co-op mode, fresh, never-seen-before worlds to inhabit and loads of new items to unlock. But it'll still be that urge to upgrade your swimming pool or car that'll make this as compulsive as the original. Just remember folks: things = happiness.

Bottom line: The interface could have been the only real sticking point but, thankfully, early play indicates that the options have translated well to PS2.

ANTICIPATION ★★★★

DON'T MISS THIS!



WWE SMACKDOWN! SHUT YOUR MOUTH

GRAND THEFT AUTO: VICE CITY

COLIN MCRAE RALLY 3

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PlayStation®2
1) Bludgeoning! Show those young whippersnappers what-for with a swift Zimmer-frame pummelling. Probability: 7/10
2) Grumpiness You fought the war for the likes of them, and what do they do? Smoke drugs and listen to rap music, that's what. Kill them all. Probability: 10/10
3) Walkers 'Nuff said. Probability: 8/10
GRAN THEFT AUTO
BOURNEMOUTH
4) Afternoon naps? Narcolepsy? Probability: 9/10
9) Reminiscing A walnut and a tangerine for Christmas, half a pound of butter a month and you had to draw your tights on with gravy. Those were the days, eh? Probability: 5/10
8) Hookers? Stranger things have happened. Probability: 4/10
7) Wistful staring A dead cert. Probability: 10/10
65
6) Wheeee! Let's run down some pimps. Probability: 10/10
5) Drugs Oi-oi! Pills for breakfast, lunch and tea, then a mashed-off-your-box Laudanum rampage for afters. Just watch Nursey doesn't up your dosage... Probabiiity: 6/10

BOURNEMOUTH: THE TOTALLY UNOFFICIAL RUMOURS

Glamour. Corruption. Catfood. Rockstar might be appealing to us kids with their *Grand Theft Auto* series – but what have all the pensioners got to look forward to? Nothing. Thankfully, this box art we've hastily Photoshopped together should set wrinklies' minds at rest. Prepare to spout wildly unpopular political views, bake oddly-named cakes and go shopping really early in heaven's own waiting room.

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Agent Under Fire
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Airblade
Alex F's Player Man. '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Trucker
Ape Escape 2
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Army Men Air Attack
Army Men Green Rogue
Army Men RTS
Army Men Sgt's Heroes 2
Army Men: Land Sea Air
Atlantis 3: New World
ATV Off-Road Fury

B = 0 2

Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blood Omen 2
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Britney's Dance Beat
Burnout

C = 0 3

C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Commandos 2
Conflict Zone
Cool Boarder 2001
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 0 4

Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Delta Force: U. Warfare
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Downforce
Dracula Last Sanctuary
Draken: Ancient Gates
Driven
Driver 2
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5

Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int.Winter Sports'02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 0 6

F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
FIFA 2001
FIFA 2002
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 0 7

G1 Jockey
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grandia 2
Gravity Games
Green Rogue
GTA 3
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo

H = 0 8

H30 Surfing
Half Life
Harry Potter
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
Hot Shots Golf 3

I = 0 9

Ico
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution

J = 1 0

J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It

K = 1 1

Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 1 2

L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Last Blade 2
Le Mans 24 Hours
Legend of Black Kat
Legends of Wrestling
Lego Racers 2
LMA Manager 2002
Lotus Challenge

M = 1 3

Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Major Lgue Baseball '02
Major Lgue Baseball '03
Mark of Kri
Martian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Frontline
Men In Black 2: Alien Esc.
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
MLB Slugfest 2003
Mobile Suit Gun.: Z.Front
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Monsters Inc
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly

N = 1 4

Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2K2
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NCAA Football 2003
NFL 2001
NFL 2002
NFL 2003
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2002
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-One Lives Forever

O = 1 5

Off Road Fury
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
Operation Winback
Operative (N.O.L.F.)
Orphen

P = 1 6

Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 1 7

Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution
Quest for Dragon B. Staff

R = 1 8

R Carmichael's MX 2002
Racer Revenge
Raging Breath
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Res. Evil Gun Survivor 2
Res.Evil: Code Veronica X
Return to C. Wolfenstein
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Road Rage
Robot Wars
Romance of 3 Kingdom 7
Rumble Racing
Rune: Viking Warlord

S = 1 9

S Palmer's Snowboarder
Sarge's Heroes 2
Savage Skies
Scooby Doo: 100 Frights
Sega Sports Tennis 2K2
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow Of Zorro
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpsons: Road Rage
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Sky Odyssey
Sky Surfer
Slam Tennis
Sled Storm
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
Soccer America: Int. Cup
Soldier of Fortune
Soul Reaver 2
Space Channel 5
Spiderman 2
Spiderman The Movie
Splashdown
Sprint Cars 2002
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Fighter Ex 3
Street Hoops
Street, NBA
Stuntman
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Super Trucks
Supercar St. Challenge
Supercross World
Surfing H30
Swing Away Golf
Syphon Filter 3

T = 2 0

T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tennis 2K2
Test Drive
Test Drive: Wide Open
The Bouncer
The Legend of Black Kat
The Mark of Kri
The Mummy Returns
The New Nightmare
The Operative (N.O.L.F.)
The Simpsons: Road Rage
The Weakest Link
The World is not Enough
Theme Park World
This is Football 2002
Throwdown: UFC
Thunderhawk: Op.
Tiger Woods Golf 2002
Time Crisis 2
Time Splitters
TOCA Race Driver
Tokyo Extreme Racer
Tomb Raider 4
Tomb Raider 5
Tony Hawk's 2
Tony Hawk's 3
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Transworld Surf
Triple Play 2002
Triple Play Baseball
Turok: Evolution
Twisted Metal Black
Type-S: Driving Emotion

U = 2 1

UEFA Champion League
Ult.F.Champ.: Throwdown
Unreal Tournament

V = 2 2

Vampire Apocalypse
Vampire Night
Victorious Boxers
Virtua Fighter 4
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 2 3

W Games Snowboarding
Wacky Races
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Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
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